Kennerspiel
des Jahres

2012

KRITIKERPREIS

Village

THERE'S A FIRE! WE GO TO RESCUE!

FLASH POINT

FIRE RESCUE

Fire men, Fire brigade, Fire Brigade operations, Fire engines, cooperation, extinguishing, explosion, hazardous substance, ambulance, seat of fire … and lots more come to mind when one only reads the title of the game! Then we open the rules and, behold, all this is included in the components, and much much more! The game also comprises operation symbols, damage markers, closed and opened doors, expert cards, healing symbols, and, and, and …

The game does NOT include any victory, reputation, fame or god-knows-what points. Aim of the game is to save the people trapped in the building before the fire gets out of control and the house collapses. You set up the board. Sources of fire, first reported possible victims and hazardous substances are placed, the location squares are determined by dice roll. All doors are closed in the house at the start of the game.

„911, what is the emergency?"
„There is a fire! There is a fire!"
„Where is the fire?"
„There is a fire next door!"
„Where is the fire?"
„In the house next door, of course…!"
„City and street?"
„Well, here!"
„Please calm down and tell me the address!"
„12…road, …burgh."
„Do you know if somebody is in the house?"
„Yes, at least 8 people!"
„We are on our way! I need your name, please …"

The fire brigade has arrived. We have a fire-fighting vehicle, an ambulance and scarce information on the whereabouts of the victims. Someone is reported to have been seen in the bathroom, in the kitchen and in the living room. Each player takes up the role of a specialist and has 3-4 action points at this disposal for his turn. This is amended by the action points for the specialist's special action.

The Paramedic can help the victims in the house to their feet. So they need not to be carried out by a fireman, but simply follow him outside. No, they cannot find their way out on their own, not even when they would be standing next to a door. These are disoriented victims.

The Imaging Technician carries an infrared camera around; this lets him recognize from a distance (even from outside) if false alarm

was given or if there really is a victim. Then his colleagues will know for sure if is worthwhile to fight their way to the farthest corner, where a neighbor might have taken a shadow for a potential victim.

The Hazmat Technician is expert on hazardous substances and can remove hazardous substances from the house by spending two action points only. All he has to do is to reach the hazardous substance. Because hazardous substance is not simply a name, it is a hazardous substance. If the fire gets to it the substance explodes. Nail polish remover, firelighters, solvents or simple hairspray can release unsuspected power. The explosion then spreads, the fire spreads much faster and even walls are damaged and closed doors are torn from their frames.

The Rescue Specialist's s job is to rescue victims. To be able to do his job he has a higher number of action points for movement at his disposal; thus he can get in fast and get out again fast. To ensure this mobility he only carries an axe. He is very well versed and capable of breaking down walls but is not too good in extinguishing fire. But take card, you cannot take away victims through battered walls; the victims believe this to be an unusable path; they even refuse to be carried through such walls.

The fire-fighting engine operates from outside and can be directed and operated by any firefighter. But the best man for the job is the Operator himself. He drives up to the side of a house like any other firefighter, but these would just start to fight the fire rather randomly. But the Operator is able to enter the coordinates for extinguishing action much better; the coordinates are determined by roll of a die, in reality, the Operator only has the chance to roll a second time and thereby to improve a bad result.

The CAFS Firefighter is an export for pressurized foam and carries a high-grade extinguishing mixture. So he has one extra point for extinguishing. It is always nice when he can put out fires in the paths of his comrades and of victims.

As in any each real operation there is a Fire Captain. He tells the others where they are needed and where they should go. In his own turn he makes them move through the house in order to collect victims or open and close doors. He simply positions people so that the can do their job in their own turn, extinguishing, healing, neutralizing of hazardous substances, ect.

I nearly forgot one more expert - and he is the Generalist, one of those people that can be found anywhere and anytime, so why not here, too? He has no special ability, but can command 5 action points in every turn. He is the only one who can save all his action points for the next turn. All others can only save action points from their general allotment of 3-4 points, but never from their special abilities!

Now the rescue crow is complete! Well observed, there are eight experts and only up to six players. At the start of the game the expert cards are assigned randomly to players; this guarantees a different game each time.

> **Monika Dillingerova**
>
> *A game ideal for play with friends or families, and more than once! It grabs you doesn't let go! As in every cooperative game there is a danger of one player trying to tell everybody what to do. Just don't let him play! And new house boards should appear soon, hopefully, so that you can still enjoy playing after 100 plays or so.*

All the same, you can walk well-trodden paths and change your expert card for one not in play by spending two of your action points. The game comprises good overview charts which make playing with beginners possible.

In his turn a player can play his action points and has to choice to put all of them to use or only part of them. The general ones he did not use he can save for the next turn. A movement from one square to the next costs 1 Action Point (AP); the cost is 2 AP if the fire fighter carries a victim or a hazardous substance. A fire fighter cannot move through a fire, this must first be reduced or extinguished.

„I'm standing before a wall of fire that no one can cross!"
„I am behind you; prepare a gap in the fire. There is a victim supposed to be behind it!"
"I am only able to open up a small gap! You must hurry up before the fire starts up again!"

To dampen down a fire (1 AP) means that smoke remains on this square. To extinguish a fire (2AP) means that the square is com-

Monika Dillingerova spielt Flashpoint

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pletely cleared. A player can do this on all 4 squares adjacent to his own location. When there is only smoke this can be cleared for 1 AP from the four adjacent squares plus the one you are standing on.

„Report, that everything is filled with smoke here. In order to be able to move on I must first be able to see something!"
„Fight the smoke first, because when fire flares up again here, the whole mess will start again!"

So fire fighters, male and female, push deeper and deeper into the house. Sometimes they must open o door (1AO) or close it again because of fire advancing and must hope that no explosion occurs behind the door.

„I have just discovered the kitchen! It's a veritable inferno in here; I will try to extinguish the worst of it!"
„But take care to get out in time quickly and close the door!"

Another way to use one's AP is to call for the ambulance or to drive up with the Fire Engine (2AP). The Fire Engine can use its engine to flood a complete quarter of the house with water. The water enters a square and then runs into all four adjacent squares. In all five squares the fires are completely extinguished. The square that is targeted by the water is determined by dice roll and this costs the player another 4 AP. There is a mechanism that insures that a square in the targeted quarter is hit.

„Hey, where are you aiming the hose? There was no fire there!"
„But there was fire in the adjacent squares and I have directed the water into those, too!"
„1 yard to the right would have made your extinguishing action more effective!"
„I can't see very well from here! Next time tell be before I start extinguishing!"

The most important thing in the game is to avoid victims and to get people and animals out safely. Did somebody notice something near the fireplace in the living room? You follow up on this information - a fire fighter goes there and looks at the operation symbol. It might have been false alarm, but it could as well be a person.

„Report a false alarm for the fire place in the living room. Is there another lead that I should follow up?"
"Not at the moment. The youth in the bathroom is taken care of by Peter and Simone is at that moment taking out the dog!"
"Okay, then I will take care of the oxygen bottles lying around in here. There seems to be a

diver in the family!"

The last action a player could do is to demolish walls. Demolishing creates access to new rooms. But only fire fighters can cross such demolished walls. The player starts with one swing of the axe and creates an entry with the second hit, resulting in spending 2+2 AP and placement of two damage markers at the wall. But this action must be taken with some care, because a house that is damages too much can crash down.

You should always talk over your intended actions with your fellow players. Sometimes the next player could achieve more by using his special action and you should change your plans to something else. After player actions the fire plays. No, you are not played, but there are special rules for fire:

You roll a square where fire tries to spring up or spread. There are three possibilities. When the square was empty, smoke appears. When smoke is already there or there is a source of fire, fire springs up. When fire is already in the square, an explosion happens. Such an explosion results in spreading of fire in straight lines along four directions. The explosion goes to the first or only smoke-filled square behind fire(s) in all four directions. In these target squares new fire springs up. When such a square can only be found beyond a closed door or behind an undamaged wall, the explosion tears the door off its frame or damages the wall. Doors cannot be closed after such an event. The damaged wall is marked with a damage marker. Fire can pass through a damaged wall. There are only 24 damage markers included in the game; should you need a 25th, the house crashes and buries all persons within.

„We should remember here and now our comrades, who heroically gave their lives to fight the fire!"
„ What? Oh, I am the sole survivor? This gives me mixed feelings - mourning and joy in equal proportions. It's time to put together a new team!"

All smoke-filled squares, which border fire, go up in flames. When a hazardous substance is present, another explosion happens. When such an explosions hits a square with a fire fighter on it, the fire fighter in his next turn wakes up outside next to the ambulance. Should a victim have been present, players have lost the fight fir this special person. But the game goes on; you need to save at least seven of the ten potential victims. Now the active player checks if there are three operation symbols on the board. When there are fewer of them you roll the die for a square where to place a new symbol. When the resulting square is already on fire you follow a path of arrows in order to

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

Since October 24th, 1984, we have held our games evenings, at first every three weeks, then every two weeks, an unimaginable number of them, and what did not happen? But last Thursday there was a first, which we owe to the extreme weather: Deluge rain in all of Vienna. And within five minutes the basement room of the restaurant, where we meet to play, was flooded with water, 10 cm high! No problem for humans, but an incredible catastrophe for cardboard and paper games. Humidity!

But our members reacted with lightning speed in collecting the games already laid out ready to play and the boxes and the stacked games and to transfer them up to the next floor, high and dry, games were saved first, rucksacks and other things on the floor came later! And then we simply went on playing, rather tightly packed, but otherwise undisturbed.

A gamer can't be stopped by a thunderstorm including a deluge! It was midnight before the last games did finish!

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.

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find an empty or only smoke-filled square.

„Thank you for rescuing me! I was trapped and could not get out at all. By the way, have you spotted my kitten somewhere?"
„What? How? Where?"
„It was with me until your arrival. Probably it's hiding somewhere. Please, please, go in again for it, please, please!"

How better to describe a game than by using the authentic comments of other players. It grabs you and makes some of us feel like heroes. I myself have taken on the sobriquet of Grisu ….

I have seen several groups of players who have tried again immediately after a failure and then yet again. And this will happen to many players or groups when they have played Flash Point: Fire Rescue.

For families with children or simply for a trial game a beginner's version has been provided. This version features easier rules and is very good for an introductory game. There are no hazardous substances and specialists and no fire engine, but the version is good fun, too!

All in all a game that you will want to play again and again and again … ☑

Monika Dillingerova

INFORMATION

Designer: Kevin Lanzing
Artist: L. Francisco, G. Patsouras
Price: ca. 30 Euro
Publisher: Indie Board & Cards 2011
www.hds-fantasy.com

PLAYERS: 1-6
AGE: 10+
TIME: 45+

EVALUATION

Placement and position game
With friends
Version: en
Rules: cz de en nl
In-game text: no

Comments:
Fantastic cooperative game * German edition announced at Heidelberger * Very high replay value

Compares to:
Feurio, Pandemie

Other editions:
Mindok, Czech Republic; 999 Games, Netherlands

My rating:

SUN, BEACHES, DANCERS AND RURAL ECONOMY
HAWAII
IN THE HAWAIIAN ARCHIPELAGO

Did you ever played the game STONE AGE? It was beautiful, plenty of actions to do, different possibilities for the final victory and a lot of fun even if you lose. HAWAII is a game with a similar feeling: you have a lot to do, different possible strategies but a very low quantity of money … sorry … "shells" (the local value) to spend, so you must pay high attention to your expenses all along the game if you wish to keep a possibility to win, as the amount of resources and shells will lower turn after turn and you will play the last one with no money at all! You are advised, ok?

Opening the box you will find it filled with materials, but not a standard board: instead you must assembly your island with a puzzle-like perimeter of cardboard pieces and 10 large "terrain" tiles to randomly place inside this perimeter. Each tile has different icons that show what you can do there if you sent your "chieftain" in that terrain.

You will also find a lot of small counters that depict huts, Hawaiian hula dancers, surfers, fruits, boats, water pools, Tiki, etc. (we will look closer at them later). You finally find also wooden pieces (foots, shells and fruits) that will be used to move and buy items, together with a few wooden colored meeples for 2 to 5 players.

The most annoying duty of the game is the set-up: you need to assembly the island's perimeter, fill the interior with the large terrain tiles and then place all the counters on the terrains: this will take about 15 minutes if you do not keep the pieces separated in transparent bags, in order to quickly sort them by type (but don't forget to separate them again at the game's end, one type per bag, in order to be ready for the next session!)

Now your island is ready and filled of beautiful items: the sun is high and the sea is blue so it is time to search for your meeples and start the game. Each player takes a Chieftain and 2 sub-chiefs of the same color, together with a personal mini-board (you will build your villages here), a screen (to hide your resources) and a small fishing boat. You have to place one sub-chief on the scoring track, the other on the turn order track and your Chieftain on the main beach, near the port. Your goal is to get the most Victory Points (VP) at the game's end, and you earn many VP building up to 5 villages, filling them with huts, habitants, Gods, etc. Other VP are collected at the end of each turn if you are able to reach a certain "prize" (see below) or visiting the smaller islands of this Hawaiian archipelago.

Sort four small island cards from a deck of 10 and place them on the port. Finally 5 rectangular "round indicators" are placed on the corresponding space on the map: they show how many "shells" and "feet" you will get on each turn and the minimum "prize" number to reach at the end of each round in order to get extra Victory Points.

A black bag is provided to host the 25 price tokens (round cardboard pieces with values from 2 to 6) that you have to randomly place on each Terrain tile. They will show the price (from 2 to 6 shells) necessary to buy each of the items placed on the terrain. Note that four terrain tiles have only 2 token emplacements, three have 3 places and two have only 1. Please note that each terrain will offer items on the "first come, first served" basis: the first chieftain that arrives pay the "lower" cost for the item and take the price token

with him; the second must pay the lower cost between the remaining tokens and so on, so it is absolutely possible that you cannot buy any item because the terrain has no more tokens.

The game starts deciding at random the play order: the first player does not get any bonus; the second receive 2 fruits, the third 3 fruits and the fourth 4 fruits. They are a sort of "jokers": you may use them instead of the feet or the shells and they are really very important, especially in the last two turns of the game if you were able to save a good amount of them.

Each player has a hut already printed on his personal board, but to win you need VP and you get most of them creating villages, as we have already seen. To start a new village you need a hut (that you may buy inside the island). To enlarge an existing village you have to purchase other huts, surfers, hula dancers, temples, etc. that you may find inside the island or in the four smaller islands always available. In your turn you have to decide where to go and what to buy. Each move (from the beach to the first line of terrain tiles and thereafter from one terrain tile to an adjacent one) cost you a "foot" that you have to pay to the bank. You may pay the movement cost in fruits, but you cannot mix fruits and

Bild 1 - picture 1

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feet. When you stop in a terrain you may decide to buy one of the items exposed there, paying the number of "shells" exposed on the price tokens. You may eventually pay these costs with fruits, if you collected enough of them, but you cannot pay with a mixture of fruits and shells.

Each counter has two faces: the front shows the bonus offered but that counter, and the back a better bonus. If you pay the cost showed by one the price token you may place the tile on your village "face up"; if you pay DOUBLE price you may place the tile "back up". Example: you want to buy a "shell hut" and you find two price tokens in that terrain that show the values 2-3. If you pay 2 shells you get the shell hut that gives you ONE EXTRA shell per turn; if you pay 4 shells you use the back of the hut that gives you TWO EXTRA shells per turn.

A separate players aid table offers you a summary of the different items and their effects if used with the face or the back up. This aid is important for the first game or two, but then a quick look at the icons printed on the tiles will be enough and you will not need to go back to the rules anymore.

Among the available counters you find "production huts" (that give you extra feet, shells, bonus VP, etc.), four different fruit trees (coco, mango, banana and papaya: each give you extra fruits), surfers (that give a discount for the "prize" at the end of the turn), hula dancers (that offer 1VP for each tile in the village at the game's end), Tikis and Kahunas (more about them later) and Gods tiles (each with a different bonus).

Your mini-board has place for 5 new villages (5 rows of tiles) and you have to "roughly" decide since the beginning how many of them you wish to build during the game, as this will be the "base" for your general strategy. Try to change strategy after turn 2 is not suggested as you will not have enough time. Each village (row) will give you VP depending on the number and type of tiles that you placed on it. But villages are scored ONLY if they are protected by a TIKI (local divinity): this can be done in two ways, using many tiles and reaching the Tiki level printed on the board or buying other Tikis and thus reducing the necessary level. Each village (row) may also get extra VP if you buy Kahunas: a Kahuna on row 1 and 2 will grant 5 VP extra, on rows 3 and 4 gives 10 VP extra and on the last row grants 15 VP extra. In total you may get 45 VP extra if you build the 5 villages and they are all covered by a Kahuna and protected by the Tiki (as we have seen before).

SEE PICTURE 1

When a player is active he may move his Chieftain inside the main island to purchase items or he may send it back to the port to reach a smaller island by boat, but you have to first buy a larger boat inside the main island as your initial fishing boat is not able to reach the small islands. Once you have the right boat you may select one of the small islands, pay the cost in feet (3 feet for the first island, 4 for the second, 5 for the third and 6 for the fourth), get some bonus VP (2-3-4-9 VP respectively) and the item depicted on that island. Finally you may simply go … fishing in the island's bay: for every foot that you pay (to the maximum possible depends on your boats) you get one fish token that will be used at the turn's end.

Each turn goes on in successive rounds: in each round the active player may do one action or pass; then the following payer do the same, and so on. When all the players pass (because they cannot move anymore, or they cannot purchase or they do not wish to do anything else because they prefer to save some of their precious resources for the following rounds) the turn is over and a special end turn procedure is activated.

Note that the first player to "pass" may select his turn order for the following round: he moves his sub-chieftain accordingly on the turn order track and collects the bonus token of that position. The other player will do the same later in the round.

Now all players add the numbers of their price tokens, add the number of fishes (if they have some of them) and compare their total to the "Prize Number" of the actual Round Indicator: if the total is the same or higher you get some VP, otherwise … nothing. The HIGHER total receives the VP printed under the 1st position, the second higher the VP under the 2nd position and all the other the VP of the last position. Adjust your score immediately.

Then everybody receives the number of shells and feet showed on the round tile: please note that the basic allotment of resources decreases from round to round and there will not be any resource available on the last turn!!!

Finally the players get extra "bonus" resources from the huts of their villages and hide them inside their player's hut.

Now it is time to mix again all the price tokens, put them on the board as before, arrange the small islands, etc. in order to start a new round with the new First player.

At the end of the fifth round the players make the usual calculation and then they proceed to the FINAL SCORE: for each "valid" village (i.e. protected by a Tiki) the player calculate the extra VP and adjust is general score accordingly. The player with most VP wins.

We did not find a real "winning strategy" in the dozen of games that we played to test HAWAII, and often the victory went to the more imaginative player of that evening: the first winner was the player who made just ONE village, but very very long and with three hula dancers; the fifth game's winner was the player who built all 5 villages, very short (he bought a lot of Tikis) but each of them had a Kahuna, so he got the 45 VP bonus; the other games were won by any combination of strategies. All winners had one common feature: they saved fruits round after round in order to arrive at the game's last turn with a good reserve and they were thus able to make a lot of actions.

All losers made the same mistake: they did not bought enough "production huts" and thus they arrived "exhausted" at the game's end.

But all the players had high pleasure in playing HAWAII and nobody was bored: the game is quick and an action will take just a few seconds (if you start planning your move when the others play). Also nasty tricks are allowed and welcome: if you arrive first in a terrain, for example, you may buy the last available item, depriving of important counters your opponents, or you may buy an important tile (boats, Tikis, Kahunas, etc.) for a very low price , leaving high prices to the opponents (that sometimes will be unable to buy for shortage of shells). In other words you have to think about your strategy early in the game and then follow it round after round, trying to discourage your opponents with a few dirty tricks. ☑

Pietro Cremona

INFORMATION

Designer: Gregory Daigle
Artist: Dennis Lohausen
Price: ca. 36 Euro
Publisher: Hans im Glück 2011
www.schmidtspiele.de

PLAYERS:
2-5

AGE:
10+

TIME:
90+

EVALUATION

Resources management
With friends
Version: de
Rules: de en fr
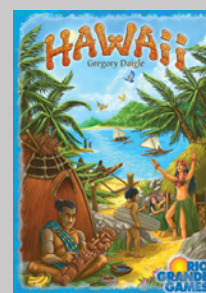In-game text: no

Comments:
Needs consequent adhering to strategy from the start * Many possible strategies to win * Good components and graphics

Compares to:
Stone Age

Other editions:
Filosofia, France, Rio Grande, USA

My rating:

SETTLEMENTS FOR GOLD

KINGDOM BUILDER

WHO CONSTRUCTS THE MOST VALUABLE KINGDOM?

The Red Pawn awarded to Kingdom Builder? Who would have suspected this? On your honor? When I was wandering through the halls at Spiel '11, passed the booth of Queen Games and learned that Donald X. Vaccarino was the designer of this game, I wanted, not I had to play it instantly. This, naturally, is often not that easy during Spiel! But we were lucky and could join people at a table and play with them. We found out later that some rules had been wrongly explained to us by the Queen employees, which did not really impede our fun in playing. The neighboring table, by the way, informed us on the correct rules. Thank you in retrospect!

After I had won the game I realized that I might just have finished playing the game of the Year 2012. Of course, this had nothing to do with the fact that I did win the game. Because if that were so there would have to be two, three or even four more Games of the Year.

When you listen to others, not all are happy in the same way about this choice, first as regards to publisher's policy and, secondly, as regards to Kingdom Builder allegedly sitting on the wall - for Game of the Year, targeting casual games and families, if would be too complex, and for the new award Kennerspiel it would be too simple. Decide for yourself, go on reading!

But first of all I want to congratulate Donald X. very cordially on winning Game of the Year, already for the second tome, after Dominion in 2009!

In Kingdom Builder players try to acquire gold, that is, points, by placing settlements. At the start of the game you choose any four of the eight game board parts that are provided with the game and called quadrants, and combine them into a rectangle. The location tiles corresponding to the boards are placed on the hexagons on the

Christian Huber

Donald X. Vaccarino's latest put-out with enormous expansion potential

board and the corresponding summary location tiles are added to sides of the board. Then, you randomly draw three out of ten Kingdom Builder cards and place them, easily visible for all players, next to the board. Finally, each of the up to four players takes 40 settlements of his color and draws von card from the face-down terrain card stack. In his turn a player reveals his terrain card,

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

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takes three settlements and places one each on hexagons of the terrain corresponding to the card. This must be done adhering to the most important rule of the game: You can only place settlements - with the exception of the very first one - next to one of your own settlements already on the board. If you have revealed a terrain card for Forest and you have at least one of your own settlement on a wood hexagon you must continue from there. This is valid also in case that one of your own settlements is only adjacent to a hexagon of the revealed kind of terrain. When there are two or more hexagons on the board meeting those requirements you can choose where to place your settlements. Furthermore, you should never lose track of the three Kingdom Builder cards next to the board, that is, always base your decisions on where to build on those cards. Because these cards determine how many points you can score for your settlements at the end of the game. The Fishermen card tells you to build next to water. You score, at the end, one point for each settlement adjacent to one or more water hexagons. The better you place your settlements according to the demands of those cards the higher your score.

After his move you discard the terrain card and draw a new one.

The mechanics of the game seem, at least at first glance, to be really very simple, one is even tempted to say one-dimensional. But this changes rapidly when you acquire the coveted location tiles. Always in your next turn you can use them after acquiring them. Basically, the effects of those location tiles are placing additional settlements from stock onto the board or relocate settlements already present on the board. Thus the location tile Paddock enables you to relocate a not very felicitous settlement, which unfortunately borders a wood hexagon, by two hexagons in a straight line onto a hexagon that you can use. If then you are nowhere on or adjacent to a wood hexagon you can place your three settlements starting on any wood hexagon of your choice. And you always have the choice of when and if to to use those location tiles; that is, will you build your first three obligatory settlements first and then use the location tile, or do you use one immediately at the start of the turn, place your settlements and then use the remaining location tiles, if any. All in all, you have lots of choices which all together decide on win or lose.

There are several more fantastic and tricky location tiles of the same line as Koppel. So, for instance, with Harbor you can relocate an already placed settlement onto a water hexagon. Which otherwise is not possible.

Another taboo terrain variety is provided by the mountain hexagons. Very much in demand are of course those location tiles which allow you to place additional settlements in your turn, because each settlement yields, at least potentially, more victory points and also takes you quickly towards the end of the game. As soon as someone has placed his last settlement, the end-of-game-phase starts. All players to the one at the right of the starting player have one more turn. Then you score gold, that is, pints. You take a spare quadrant from the box and turn it over to show the victory point track in the shape of a spiral, providing spots to 100. Now each of three Kingdom Builder Cards is scored for each player individually. Then you score three points for Castle hexagons, if you touch them with at least one settlement. You win the game with the highest score. In case of a tie there are several winners. A potential tie breaker could be: You win if you have more settlements left.

Conclusion:

For quite a lot of money Kingdom Builder offers quite a lot of sumptuous components. So, every one of the four players finds 40 wooden settlements in his color. Eight terrain tiles and 10 Kingdom Builder cards result in thousands of variants which should guarantee fun for many many repetitions of the game. And the randomly drawn terrain cards for your turns will make each game come out differently. Those cards sometimes also provide a clear, not-to-be-underestimates element of chance, luck or bad luck. When you permanently draw the "wrong" cards you might be at long last unable to acquire the locations tiles which are indispensable, and frustration can rise to high levels. But if you like abstract placement game and do not shy away from a certain element of luck you will be more than content with Kingdom Builder. Fans of Kingdom Builder will immensely like the game as it is absolutely made for innumerable expansion (see Dominion!).

Lo and behold, with Kingdom Builder Nomads the first big*) expansion is already available. With Nomads you can play Kingdom Builder with up to five players, and Nomad offers an additional four quadrants, four new location tiles and three more Kingdom Builder cards. Completely new are 15 nomad tiles, which are placed on the spaces provided like the standard location tiles, but can be used only once in a game and already in the next turn, otherwise you must discard them, unused, at the end of the turn. New, too, are the mechanics of the three new Kingdom Builder Cards. When they are in play points are already scored during the game, which of course introduces a peculiar

dynamic to the game. But it must also be mentioned that, in a game of five, room on the board gets scarce which enhances the chance elements as regards to location tiles quite a bit.

*) In Essen one received a small promo expansion, called Kapitol, when buying the game. If you have laid out the quadrant featuring the locations Oracle or Harbor, or even both, you can use this expansion. You place the Kapitol tile on one of the Castle spots. At the end of the game you score 1 point for each settlement that was placed in a distance of up to two hexagons away from the Kapitol.

As mentioned already in the introduction, not all are happy with this choice for Game of the Year 2012, but isn't that always the case? Seen objectively, Kingdom Builder is a fantastic game that stays enthralling up to the last scoring, with a level of difficulty that is in fact exactly in between family game and game for experienced players. But I think that you can nowadays expect a bit more from casual gamers. This said, I look forward to many new expansions which God Donald X. will surely provide. ☑

<div align="right">Christian Huber</div>

INFORMATION

Designer: Donald X. Vaccarino
Artist: Oliver Schlemmer
Price: ca. 45 Euro
Publisher: Queen Games 2011
www.queen-games.de

PLAYERS:
2-4

AGE:
8+

TIME:
45+

EVALUATION

Abstract placement game
With friends
Version: de
Rules: de en fi
In-game text: no

Comments:
Game of the Year 2012 in Germany *
Modular board with changing location tiles, big selection of starting set-ups *
Nomads expansion already available

Compares to:
Seeland for adjacent placement, otherwise first game in this combination of mechanisms

Other editions:
Lautapelit, Finland

My rating:

LIVE AND LET DIE

VILLAGE

CHRONICLE OF LIFE

Village, a game designed by the team of Inka and Markus Brand, having been published in 2011 by eggertspiele and Pegasus Spiele, and being distinguished by receiving the award of Kennerspiel des Jahres 2012! High time to take a closer look at this game!

The designers have published a number of games already in different genres, among them other „expert games" at eggertspiele: Guatemala Café and Im Schutze der Burg (A Castle for All Seasons).

Village without doubt belongs into that genre, too. This can be concluded by a first glance on the prettily laid out and well arranged rulebook, which, after all, comprises 12 pages.

At first glance the board frightens one bit due to a lot of pictograms, but already after a first read-through of the rules they reveal themselves of being of great help and the board is still well arranged.

As regards to topic Village at first glance looks a lot like one more of those many medieval economics simulations. But this impression is deceptive! Village is a lot more innovative than it seems!

In Village players write the history of their extended family and its members who try to leave a lasting impression in their village across several generations. In order to to so family members take up varied professions, like craftsman, politician or clergyman, try to advance their career and - this is the pivoting point - try to die on time, but more on this later. The winner, anyway, will be who could acquire most Prestige points for his family.

The game is played in rounds, in which you first load the seven action squares with a

Color codes, target groups, features, icons and GABIS are
explained on page 5 and at the bottom of pages 34 and 35

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pre-set number of influence cubes which are randomly drawn from a bag. Those influence stones come in five different colors. Then players have their individual turns, the starting player goes first. In a turn you choose and implement an action of a kind for which there is still an influence cube available, and take any influence cube from the action square.

Available actions are:

* - Family

This gives you a new family member for your farmyard.

* - Grain Harvest

Choosing this action gives you two bags of

Markus Wawra

I love games which let my try many different strategies and where I must think closely in each turn what would be the best tactical move, so Village is exactly right for me. And then there is the nice idea, albeit somewhat macabre, to let your people die strategically, that is, early! If the game will be really long-lived will be also determined by the balancing of the strategies, but at the moment it is too early to tell!

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grain; if you already own horse or plough tiles or even oxen and plough tiles you receive three or four bags of grain, respectively. A condition for this is that minimum one family member is still present on the farmyard.

* - Crafts

Here you can acquire horse, oxen, plough, scrolls, wagons and coins. Basically there are two ways to pay for these goods, either with time or with influence cubes or bags of grains, respectively. In case of grain or influence cubes you simply discard the corresponding resources. Paying with time, on the other hand, requires that you take one of your own family members from your farmyard onto the corresponding building, invest the necessary time to train it and then invest time again to produce the corresponding good. When you already have a man there you save the cost for training. Implication of paying with time will be explained later in this review.

* - Market

At the market you can sell goods, especially those produced by crafts, for prestige points.

* - Travel

This can be used to send family members from your farmyard on trips to faraway cities and villages. This costs time, wagon tiles and various influence cubes and earns you different forms of awards, especially prestige points.

* - Council chamber

Here you can place a family member at the cost of time and scroll tiles or of green influence cubes (green represents Persuasiveness) to advance his career as a council member, which can result in various privileges and prestige. Among other things the starting player advantage is assigned here.

* - Church

Here you can add family members to the black bag, which is paid for again by time or brown influence cubes (brown represents Faith). The black bag is important when there is a call for church service attendance.

As soon as a player has taken the last influence cube off an action spot and has implemented the corresponding action the round ends with a church service.

In this church service you draw four pieces from the black bag. In the normal course of the game this is done blindly and thus randomly. But players have the chance to influence their luck by donating money.

The pieces that were drawn from the bag are chosen to advance on the career ladder in church. Players can let advance their family members by discarding grain bags. When this has been done a scoring happens in which the ranks and numbers of family members are taken into consideration and the best represented family is awarded two prestige points.

This so far constitutes a rough overview on the various actions and possibilities to acquire prestige. But I have left out one very important option, that is, the option of letting your family members die. In this option time, which has been mentioned a few times already, plays a role. Each player has a life time track for his family, which is mainly made up from spots arranged in a circle. Whenever you use time for payment, the marker must be advanced on the track as many steps as necessary. Whenever the marker completes a full circle a member of the oldest generation still in play dies, the pieces are marked for generations.

When there is still room in the village chronicle in the chapter corresponding to the profession of the deceased, he is immortalized there and earns prestige for his family. If the chapter is full the deceased ends up on the graveyard of the unimportant, in peace but insignificant. Entries into the chronicle and graveyard availability govern the end of the game, too.

I think that you already have gleaned from this description that there are many ways to prestige in Village. Accordingly there is variety of strategies that can be tried out. I am not sure yet if the balancing is perfect, but at least, after the few games I was able to put in so far, there were no clear peculiarities, which can be taken for a good sign. All that I know so far is that it is no use at all to

try to be active in all areas of the game. So at the start of each game the question is: What do I do? Let them die early and in masses? But then you should provide progeny early and on time and careers in church or council chamber could end too early to yield lots of prestige. Travel? In that case you should try to visit all cities which takes up a lot of resources and limits your options of selling at the market. Victory of defeat is definitely also co-decided by your dear fellow players, because if you travel alone or trade alone at the market surely has more of a walk over than in case of company there. At any case, the number of options is limited! All in all a game just made for me!

To all those who cannot be frightened away by a somewhat longish explanation of the rules and a duration of more than the 1-hour-limit and like to toil over decisions on which action should best be taken first, I can wholeheartedly recommend Village. It least in the medium term Village should keep us interested. If it will appear on our gaming tables regularly in five or ten years I cannot assess at this time. In any case, I think it is a worthy award winner in the category of Kennerspiel des Jahres. ☑

Markus Wawra

INFORMATION

Designer: Inka + Markus Brand
Artist: Dennis Lohausen
Price: ca. 35 Euro
Publisher: Eggertspiele/Pegasus 201
www.pegasus.de

PLAYERS: **2-4**
AGE: **12+**
TIME: **90+**

EVALUATION

Development game
For experts
Version: de
Rules: bg cz de en es fr it nl pl sk
In-game text: yes

Comments:
Clear structure * Many strategic and tactical possibilities * Lots of interaction due to taking away actions

Compares to:
Development games with choice of action, e.g. Agricola, Caylus …

Other editions:
Descendance, Gigamic, France; Het Dorp, 999 Games, Netherlands; La Villa, Ludonova, Spain, Fantasmagoria, Bulgaria; Kronika panmstvi, Albi, Czech Republic; Tasty Minstrel Games, USA; Uplay.it Edizione, Italy, Hobbity, Poland; Albi, Slovakia

My rating:

EUROPE IN THE EARLY MIDDLE AGES

WARRIORS & TRADERS

FIGHT BARBARIANS AND DEVELOP YOUR REALM

Games from Poland and the Czech Republic (long live Vlaada!) have become familiar to us for several years now, but games from Bulgaria, do they exist? Yes, they do, and with Warriors & Traders one has appeared on the scene that features tons of components. Hundreds of tiles and various overview charts need to be sorted and inspected before the first game. The preparation of the game and setting up the board can easily take half an hour. To familiarize you with the rules of the game needs many times this amount of time. On the homepage of the publisher you can find revised rules in English and also rules in German.

The game board is double-sided, on one side the board depicts large parts of Western Europe, on the other side Eastern Europe (I have always known that Austria belongs to western Europe, is the case, here, too). All regions (Provinces) that comprise capitals, trade posts, normal and contested locations, are equipped with the corresponding tile. This tile shows, besides the name, the raw materials (resources) which you can acquire when you own this location. When each player has been randomly assigned part of board or has chosen a part, the capital is equipped with a fortress, four princesses and one infantry unit (with value 1 for attack and defense).

A location is owned by a player when at least one of his tiles, regardless which one, is placed on the location. All other locations are equipped with a Barbarian Army or Fortress. At the start of game each player is only surrounded by Barbarians.

Finally, each player takes all units - Infantry, Archers and Cavalry - and the fortresses of his color, and also a Progress Sheet / Playmat with three rows - production, trade and military - as well as three development markers which you can place at the base of the sheet any way you wand. Resources markers are provided for money, food, goods and weapons. And then there are victory point markers. In relation to the number of players you must collect a given number of victory points. After ten rounds the game ends in any case, and you then win with the highest number of victory points. Victory points can be accrued for nearly everything you can image. For each main province and each fortress that you own you and for each destroyed opposing fortress you score 3 victory points, for

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

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killed barbarians and princesses (yes, really killed!!!!) you score 1 point; destroyed opposing armies score you points according to their strength, and so on….

A round of the game comprises four phases. Starting player is always the player whose capital of his assigned starting region has the lowest number. In the supply phase the units must be provided with food according to their strength. A unit that is not sufficiently supplied or not supplied at all starves immediately and is removed from the board. Princesses need to be fed. No wonder they

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Gert Stöckl

A basically very well done and interesting game, which is also good fun for some games, but is playing too uniformly for frequent replay!

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were always so slim. Furthermore you count the resources of all your locations and multiply them by the factor provided from the Progress Sheet. Therefore you should take care to put more and more development markers on the board to enhance the multiplication factor. 0 is present as well, so income from weapons makes no sense without a single military advancement as 0 times 0 still results in 0.

In the trading phase you can trade with the bank at the ratio that is stated on the Progress Sheet, for instance 1:7 at the start of the game, with the chance to improve this up up to 1:1 which at the same time is the equivalent of a trade monopoly. You can trade any way and in any ratio with other players, provided you are connected with a player by a trade route and have your own location with a trade post at your disposal. This opportunity to trade with other players was very rarely or not at all chosen in the games I played as you can improve the trade ratio with the bank rather soon in the game and, furthermore, everything that I trade with my fellow players (opponents) in one way or the other profits them. If you want to trade with fellow players, you should rather play Settlers.

In the development phase each player has the opportunity to execute two actions, you play again in turn order according to the numbers of the capitals, first action in ascending order, second action in in descending order, so the player who goes first is also the last to act. Technological advancement enters one of the important development markers into the Progress Sheet in one of the three rows and thus improves the row. A new army unit can be bought, albeit only one that is made available by the military track on the Progress Sheet; the stronger the army the more expensive it is. Upgrading an army unit, for instance from infantry to archers, is somewhat cheaper, but this

action, too, depends on the military track. Building of new fortresses (Forts), depends on the position on the production track. A fortress strengthens the defense value of a province enormously, so a fortress is preferably placed into a threatened province. At long last, you can decide to declare war on another player, which takes up a separate action. Only then the respective players can in due course invade the provinces of the other player, but only for a pre-given number of rounds.

In the maneuver phase armies can move according to their action points (corresponding development markers on the military track needed). Then all conflicts are resolved, most often you will fight against barbarians. Then, after conflict, you can move all princesses one step and one step only within your own or within unclaimed provinces. The fights are basically resolved by 1:1 exchange mechanisms, without any dice or other chance element involved. Thus an archer with his attack strength of 2 can chase away two barbarians of strength 1 from a disputed location. But those barbarians then would retreat, according to given rules, into a neighboring province, as they are only reduced to strength 0, not destroyed. And this, especially in case of a disputed location in your own corner of the board, is not really of an advantage, therefore it is better to kill a barbarian by reducing his strength at least to -1. This has the additional advantage that the barbarian is removed from the board and that you also acquire a victory point on top of it.

It must be mentioned that - contrary to a barbarian, your units can only retreat if you have reached at least level 4 on the military track.

As you can see from these examples, that a continuous advance/development on the Progress tracks is of enormous importance, especially as a number of actions or acquisitions and even additional additions on top of the standard two actions per turn are only possible when you have achieved to position a number of development markers on certain tracks.

After playing several games with varying numbers of players this is one of the points here I have to criticize the game (even despite not mentioning all the rules in detail): The games all flow too evenly for my taste. First you buy a few additional army units, then you eliminate the barbarians in your neighboring provinces, but conquering a barbarian fortress is nearly impossible at the start of the game due to is defense value. When conquering provinces you must keep an eye on resources which they will yield, because without a good mixture of resources in the trade phase there really is now progress or development. Princesses are

used to occupy newly conquered provinces, etc. As soon as the game is advanced a bit, a few scattered conflicts are happening, but this is mostly avoided, if possible, as it is not very helpful for your own development due to the loss of armies.

Towards the end of the game due to lack of other alternatives mostly fortresses are built, as the barbarians in the meantime are too strong - their strength rises at the stage of pre-set rounds to a value of 2 and then 3, especially as you have meanwhile acquired the necessary resources for building fortresses.

For me, the game simply lacks variety, lacks surprises in the course of the game, and not even a declaration of war against another player changes this, as even this is usually quite predictable. Maybe the version to let players play in teams, 2 against 2 or 3 against 3 will somewhat relieve the uniformity. As a conclusion I can say that Warriors & Traders definitely is a game that is fun with the right group of people, even over a number of games, but in order to be really enticing one to multiple play the game runs to uniformly, in some groups of players interaction is completely missing. The game in alliances and the solitaire versions are felicitous alternatives. ☑

Gert Stöckl

INFORMATION

Designer: Andrej Novac
Artist: Maria Marin, George Necula
Price: ca. 45 Euro
Publisher: NSKN Legendary Games
www.warriorsandtraders.com

PLAYERS: 2-6
AGE: 12+
TIME: 120+

EVALUATION

Resources management/development
For Experts
Version: en
Rules: cz bg de en it kr ro ru
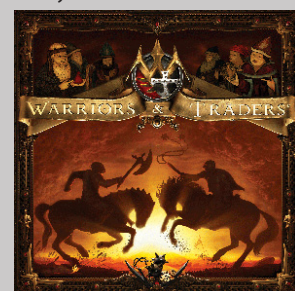In-game text: yes

Comments:
Europe in the Dark Ages is a rarely used topic * Very beautiful, stable and copious components * Conflicts are resolved without a chance element

Compares to:
Resources management games

Other editions:
Currently none

My rating: ★★★

1,2,3 … GANZ VIELE!
COUNTING WITH WILLI!

5↑

Willy the Mole sorts and counts his finds, players help him. The game comprises 50 cards featuring numbers One to Ten, each number five times and with another item in the respective amount. The cards are laid out in rows, ideally from One to Ten, but always without a gap. In each row an item can only appear on one card.

The starting display is made up from three cards of value One and of one card of value Two, which you sort out from the pack and put on the table according to the rules. The remaining cards are shuffled and each player is dealt five cards; the rest is split into two stacks and set down face down. In your turn you must place a card from your hand according to the rules into a row - featuring the next number and another item than on all the cards already in the row - or you must start a new row with a card of value One. The number on the card you place must be announced and you draw a card. If you cannot place a card or start a row you set aside one of your cards and announce it. Take care not to set aside too many cards of the same value, players can check any time what was set aside so far! If all players together manage to lay out a minimum of two rows from One to Ten, all players have won together. In a variant players are tasked with uncovering numbers One to Seven with different items from two rows of face-down cards. There is always a solution!

This game offers a very pretty and demonstrative way to teach and train amounts and numbers and recognizing amounts at a glance; and with displaying five rows you have to think before discarding a card, so a bit of logical training, too! ☑

EVALUATION

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

Comments:
Nice training to discern amounts * Trains planning and logic * Pretty, clear illustrations * Packed in a tin

Compares to:
Ligretto for forming number sequences

Other editions:
Currently none

ÁGUA
DER WASSERKREISLAUF

7↑

The water reserves of Planet Earth are limited, but the demand of the ever increasing population must be met. The board represents the water cycle; movement of the water is marked by arrows which are numbered. On a track at the bottom of the board the population is marked, it is supplied with water from Lake, River, Ground Water or Water Purification Plants; those sources have different capacities for water cubes and are supplied with water cubes from all players at the start of the game. The game begins with a population of four, which can rise up to 12, each players starts with 5 victory points. The starting player rolls dice for all; then in turn you choose one of the dice, use it for movement, if possible, along the arrow with the chosen dice number and can in this movement relocate any number of water dice in your color from the start of the arrow to the end of the arrow. When you cannot move you lose a victory point. When you could move you take - if available - one of your own water cubes from Lake, River or Plant put it to left-most population marker and score the corresponding victory points. When all population on the track is supplied, their water cubes go to the purification plant, cubes from the plant go back to sea and population rises by one. When someone reaches a score of 60 or the population reaches its maximum, all players finish the current round and the player with most points wins.

Água offers an interesting simulation of a real problem, with simple rules and quick play. Due to the automatic water movement after each turn the tactical element is not too dominant, all in all a nice family game. ☑

EVALUATION

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

Comments:
Interesting topic * Good simulation * Simple rules * Not too much planning possible

Compares to:
All resources management games using dice

Other editions:
Currently none

ATLANTIC TRIANGLE
TRADE ADVENTURES AT SEA

The Atlantic Ocean, rimmed by Africa, Europe and the New World, is the setting for naval trade in the 18th century. You acquire victory cards by setting up trade bases and chasing pirates, these victory cards yield victory points and you win when you collected 10 or more of them.
You start with one ship in Europe and load it with one good of your choice, later you can acquire a 2nd and 3rd ship. A turn consists of the phases seafaring, trade and event cards.
For seafaring you must roll the dice, but you need not move all steps or not at all. You can only trade in a harbor where you end your movement, in harbors not your own you pay fees, and you can repair ships in that phase, too, and roll for all dice that are located on pirate chips; the result can be elimination of pirates to damage or sinking of the trade ship. The trade in the game is triangular trade, you buy goods in Europe, take them to Africa and trade them there for slaves which you then transport to the New World, where you trade slaves for local goods, which are of interest in Europe. Muskets on the other hand, you can trade directly in the New World and Ivory you can take directly from Africa to Europe. In the event card phase you play a card from your hand or the top one from the stack.
Atlantic Triangle is a historically interesting simulation of a Dark Time in the history of world trading, and a quiet and somewhat challenging family game. If you use the three rule variants provided it is also a good game with friends and experienced players, featuring much luck, a bit of tactics and limited finances. ☑

EVALUATION

Trade Game
With friends
Version: multi
Rules: de en
In-game text: no

Comments:
Beautiful components *
Somewhat longish rules *
Good family game

Compares to:
First game with this particular topic, otherwise standard mechanisms

Other editions:
Currently none

BENJAMIN BLÜMCHEN
FOTOWETTBEWERB

`3↑`

The Zoo of Neustadt holds a photography competition and Benjamin Blümchen wants to win. To manage this he must take a few more pictures of zoo animals like lions, polar bears, turtles or penguins. But unfortunately the animals hide when attendant Charles is cleaning their compound and Benjamin has some problems with his pictures.
The zoo compounds are laid out in a circle. Benjamin Blümchen begins the game on the polar bear compound and attendant Charles on the lion's compound. The photos are taken out of the books and sorted by animals, the shape helps to do this - the lion's photos are square, the polar bear photos are round, the penguin photos rectangular and the turtle photos are hexagonal. You stack the photos on the respective compound tiles. Each player is given a photo book and then all roll the die in turn:
If you roll a color you move Benjamin Blümchen to the compound of this color. When attendant Charles is in this particular compound Benjamin cannot take a picture and you move Charles to the neighboring compound. When Charles is not in the compound you can take a photo tile from the compound and put it into your book. When you roll Benjamin Blümchen you may take a photo from any compound, even when Charles is there. The first to have completely filled his photo book with 10 correct pictures, wins.
As all other game featuring role model Benjamin Blümchen this one, too, is very simple and uses standard mechanisms. The allure of the game lies in the characters familiar from other sources and the fun with those simple mechanisms which bring the successes necessary for the target age group. ☑

EVALUATION

Dice/collecting game
For children
Version: multi
Rules: de fr it
In-game text: no

Comments:
Well-known characters *
Simple standard mechanisms * Stable components suitable for the target age

Compares to:
All collecting games using dice results

Other editions:
Currently none

BLACK STORIES JUNIOR
ARE JOURNEY OF ADVENTURES AND PUZZLES

Black Stories are well-known, puzzling stories for which you can come with solutions using logic, creativity and imagination. In analogy to Black Stories there are Blue, Green, Yellow and Pink Stories for children and now also a board game.

The game features a board with a spinner and shows for color zones for the junior stories, there are 100 story cards, 100 action cards and 100 adventure chips. The components are sorted by color and stacked next to the corresponding sides of the box bottom, and you should find the things listed in the rules, string, blanket, cotton wool or straws, all of which is needed for the action tasks.

You turn the spinner and must draw a story or an action card accordingly; sometimes one has a choice of story or action or two different story colors. In case of action you must act of best an an opponent or comply with conditions in order to receive the corresponding color chip. In case of story you turn head of expedition, read out the card and can give hints and answer questions of others. For correct solution a color chip is given to the player who solves the puzzle of the story. If you are first to collect one chip of each color, you win.

As in the stories themselves the fun and allure are in the tasks, but also with your team members, the more creative and with more imagination the act the greater the fun. The head of expedition is a central figure in the game; he can speed up or impede the solution with his hints and answers.

Black Stories junior offers condensed fun with very few rules and a lot of leeway, and the task using the sponge can be left out if you want! ☑

EVALUATION

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

Comments:
Very few rules * Lots of room for creativity and personal initiative * Challenging, difficult puzzles * Funny but difficult action tasks

Compares to:
Junior Stories and other games with questions, puzzles and tasks

Other editions:
Currently none

BLANCNOIR
GOLEM, PRINCE OR GODDESS

Players are members of a famous guild of adventurers and are sent out to master quests. Your rivals want to complete the same mission. You meet dragons and other dangers, but can ask knights or goddesses for help.

The game comprises number cards in four colors and also in the joker color Black. They show a character or a monster and the numbers 1 to 9 for normal cards; cards featuring numbers 10 or higher have special powers. Scroll Cards are cards with special effects, which are not part of your hand of cards, but are set down face-down in front of players. The number cards are shuffled and you are dealt seven cards, one card is turned up to start the discard pile. Each player is given a Scroll Card.

You must either play a card or draw a number card. A card you play must show either the same color or the same number as the top card in the discard pile. When a black card is played you assign it a color. Before your turn you can discard three cards with the same number, draw a Scroll Card and look at it. You can turn up Scroll Cards and use their effects. Cards that have been discarded due to effects do not count as being played.

If you have only one card left, you must announce this with „blancnoir", if you forget this you draw four cards. When you can discard your last card you have completed the quest and the round ends. All add the values of their remaining cards; in case someone tops 200 points you win with the lowest score.

Has somebody just said „UNO"?! Well, this is very nearly UNO and yet not UNO by a hair's width, because BlancNoir features quite a lot of different action cards. ☑

EVALUATION

Card game
With friends
Version: jp
Rules: en jp
In-game text: no

Comments:
Fantasy topic * Slightly varied standard mechanisms * Additional action cards

Compares to:
UNO and other card shedding games

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

BLOOD BOWL
TEAM MANAGER

Teams called Chaos, Dwarves, Wood Elves, Humans, Orcs or Skaven rival to win the Blood Bowl Tournament at the end of a brutal and demanding season. You are the manager of such a team and adapt and improve your team by engaging star players, hiring other staff, improving training facilities and cheating! When you have chosen a team you have five weeks to turn it into the best team of the League. You start with a handful of shabby kickers with limited talent which you try to deploy them in an optimum way in order to win the so called Highlights. When you participate in a matchup you receive a reward on the guise of fans, star players, other team improvements or staff improvements; if you win, of course, you get better improvements and win fans. And those fans are a deciding factor, because at the end of the game you play the big Tournament and then you win with most fans.

The game goes over five rounds which represent one week each of the current season. Each round comprises preparation phase, matchup phase and result phase; matchup is the deciding phase! You normally have six turns in a matchup, which themselves comprise the steps of deploying players for the match, implementing their abilities for "when card is played", implement skills of players from left to right and - optionally - execute a matchup action.

If you like the topic or are able to ignore it, you war rewarded with a very nice and challenging card game that offers quite a lot of tactic and even more fun; well known mechanisms have been streamlined and very elegantly used, the cheating mechanism is interesting and the influence of pure chance moderate. ☑

EVALUATION

Fantasy card game
With friends
Version: de
Rules: de en es fr it pl
In-game text: yes

Comments:
Unusual topic * Card version of the Games Workshop board game * Basic mechanism is card comparison * Cheating mechanisms works nicely as chance element

Compares to:
Battle Line and other games comparing card groups or achieving majorities

Other editions:
Blood Bowl Team Manager, FFG; Edge Entertainment, France; Stratelibri, Italy

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BOHN CAMILLO
AND PEBBOHNE

Napoleon, Rapunzel, Al Capone and Sleeping Beauty, they all have already made an appearance in an expansion for Uwe Rosenberg iconic card game Bohnanza - now the stage is given to Don Camillo and Peppone, sorry, Bohn Camillo and Pebbohne.
The eight Holy Ghost Beans are shuffled into the bean cards from the basic game and each player has four bean fields at his disposal plus a discard spot for his action cards.
A player's turn comprises four phases: Phase 1 is the same as in the basic game; in Phase 2 you must plant the turned-up cards yourself or give them to your opponent; trading is NOT allowed and you can only give away beans that your opponent has currently planted. He must return the gift with a bean card that you currently have planted. If he cannot do so he must show his cards. You cannot give away cards from your hand! In Phase 3 you draw three cards and in Phase 4 you can play any number of action cards. You acquire action cards at harvest; if you harvest for a minimum of 2 bean coins you draw an action card. When an action card has been played you cannot harvest in order to avoid its effect. Bohn Camillo cannot plant Red Beans, he must give them to Pebbohne who must instantly plant them; when Pebbohne turns up Red Beans he must plant them instantly, too. Holy Ghost Beans are treated in the same way for Bohn Camillo. You win with most bean coins when the draw pile has been exhausted three times. Cute, funny and unusual and yet Bohnanza as we know it - the idea with Red Beans and Holy Ghost Beans is ingenious, small wonder that you have four fields! Trés bean! ☑

EVALUATION

Card game
With friends
Version: de
Rules: de
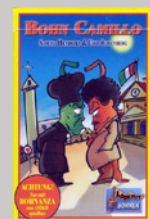In-game text: no

Comments:
For two players only * Needs Bohnanza to play * Especially cute and interesting * Fits the topic excellently

Compares to:
All other editions and expansions of Bohnanza

Other editions:
Currently none

CHAMPIONS 2020
WIN THE CHAMPIONS CUP!

Each player is trainer of a soccer team with a squad of 18 players and 2 goal keepers. You choose your starting team of one goal keeper plus defenders, with jersey numbers 2 to 7, center forwards with jersey numbers 8 to 13 and defenders with jersey numbers 14 to 19, and places them on the board.

For kick-off you roll the die, the trainer with the better roll puts the ball on his player in the middle and must kick the ball for the difference of both dice results, that is, relocate it this number of steps in any direction. Once in a move the ball, going from one player to another, can do a knight's move. All later turns of trainers start with a roll of the die and you move a player on the board this number of steps in any direction, not diagonally and not through squares with opposing players, and then the ball, when there are pips left. Then you can move a player two steps nearer to the ball if he did not touch the ball in this turn and would afterwards be nearer to the ball than any other player of your team. When the ball reaches one of the goal squares you target the goal; whether the goal keeper can parry depends on the strength of the shot and the distance of the goal keeper from the ball. For all special elements of a soccer match from corner, foul or free kick to penalty shot, kick-off, injuries or throw-in, etc. there are rules and you can also use tournament rules. From Street Soccer to Champions Cup, the fun is the same and also the tactical possibilities for ball movement and positioning of players, and all this using relatively short, concise rules. A very good development of an already good game! ☑

EVALUATION

Soccer simulation
With friends
Version: multi
Rules: de en fr nl
In-game text: no

Comments: Very attractive soccer simulation * Revised edition of Street Soccer * More players in a team, extended rules

Compares to: Street Soccer and other games with a soccer topic

Other editions: Currently none

COCO CAPITANO
ON A TREASURE HUNT

5↑

Coco Capitano cruises the Southern Seas on the search for booty, but greedy Pirate Joe and his Little Monkey want the booty, too, so you need to get at the treasures before the bad guys do! Seven islands are laid out in a circle, the treasure tiles are stacked picture side up. Coco Capitano, Pirate Joe und the Monkey each starts on an island. In your turn you roll both dice: For each saber Pirate Joe moves one island forward, for each banana the Monkey moves one island. The pips die is used by Coco Capitano; he moves as many steps as the die shows pips. All characters move in clockwise direction.

When Coco Capitano ends up on an island with Pirate Joe or the Monkey you are in bad luck and don't get a treasure. When Coco Capitano reaches an empty island you take the topmost treasure tile face up. Then you can choose if you want to stop and secure your treasure(s) by turning them over, they are then safe. Or you can decide to roll again and hope that Coco Capitano will again end up on an empty island and you will get another treasure. But should Coco Capitano meet Pirate Joe or the Monkey all unsecured treasures are lost.

When all treasure tiles have been taken you score them: Treasure chests are worth one point each, barrels are worth two points each and bags are worth three points. If you achieved the highest score you win.

Pirates are a safe bet for a children's game, and so is this one: Coco Capitano is a solid little game with nice components, the decision for risk or securing a treasure is a challenge for the target age group and delivers a little bit of tactic. ☑

EVALUATION

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

Comments: Very simple rules * Topic of interest to children * Challenging risk/stop mechanism

Compares to: All roll&move games with a risk or stop mechanism

Other editions: Currently none

www.gamesjournal.at

COLOR POP

THREE YELLOW GONE - BUT I HAVE GREEN!

The game features 95 pieces in five colors plus five white joker pieces. At the start of the game you are secretly assigned a color and you try to have as few pieces of your own color left on the board as possible at the end of the game. The pieces are randomly distributed on the board at the beginning - you put them into the ten slides, which are inserted into the board frame - but there cannot be more than five pieces in a horizontal or vertical line. Then you pick up one of the face-down color markers, look at it and and keep it face-down, only you do know your color.

In your turn you choose a group of adjacent pieces of the same color and push them down to take them out of the game. You cannot remove a single piece and must remove all pieces in a group. Jokers take on the color you assign to them by including or excluding them from a group. At the end of your turn you collect the pieces you removed before you on the table. You cannot pass a turn and must remove groups while available. When a slide is empty it is removed and put at the border of the board because an empty slide cannot split the board in two.

You win automatically when all pieces of your color are gone. Alternately, when only single pieces are left, you win with the fewest pieces left on the board. In case of a tie you win if you took fewer pieces of your color.

Like all Gigamic games this one is deceptively simple, too. You need a goon spatial imagination to combine your own pieces into groups which will hopefully be removed by a fellow player! Tricky, tactical and often a huge surprise! ☑

INFORMATION

PLAYERS:	AGE:	TIME:
1-5	8+	20+

Designer: Lionel Borg
Artist: Design France
Price: ca. 25 Euro
Publisher: Gigamic 2012
www.gigamic.com

EVALUATION

Elimination game
For families
Version: multi
Rules: 23 languages
In-game text: no

Comments:
Abstract game * Can be played by one or in teams * Needs good spatial thinking

Compares to:
First game of its kind on a board
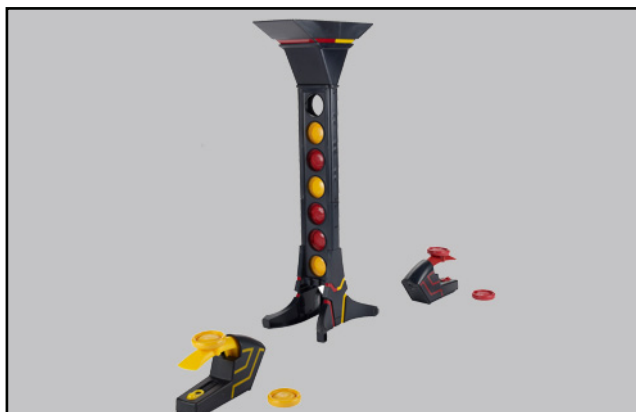
Other editions:
Currently none

CONNECT 4

DIE TOWER-ATTACKE

Turn old into new, and not only new, but international - for many years we have known and played 4 Gewinnt, and now we meet a version of the game under the name of Connect 4 Die Tower-Attacke, which in the Nuremberg release information was yet announced under the name of 4 Gewinnt Tower.

Be that as it may, the playing chips are familiar, in this edition they are red and yellow and the playing device is black; we set up the tower from 8 parts and then are faced with a funnel on top of a vertical base having room for seven discs.

Those discs are not as in other versions placed into the slots alternately by the players; this would just result in a red-yellow-red-etc. pattern here. No, in this version, each player has a catapult, called launcher, and uses it to snip his discs into the funnel; the launcher can be anywhere in a player's own half of the table.

If you are first to get four of your discs into the tower you win the round. The discs are released from the tower by opening the sliding device and a new round is played. You win the game if you win three rounds or if manage to form an uninterrupted sequence of four of your discs in the tower. As the game comprises five red and 6 yellow discs it seems prudent to set one yellow chip aside in order to provide each player with the same number of chips. If this is still a version of a classic game or if that is already a new concept, well be that as it may. It is fun regardless of what it is and if you want to make it even more difficult you can remove the top, wider part of the funnel and can then prove that you can take proper aim! ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2	6+	10+

Designer: not stated
Artist: not stated
Price: ca. 20 Euro
Publisher: Hasbro 2012
www.hasbro.at

EVALUATION

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

Comments:
New name, new mechanism * Changed aim of the game * Dexterity instead of tactics

Compares to:
Other games with a mechanical snipping device

Other editions:
Currently none

DAS KLEINE ICH BIN ICH

WÜRFELPUZZLE

Dice Puzzles are among the most used game mechanics used in games for toddlers: An image is split into six parts and each part is marked with dice pips from a standard D6 die. Even when children can't count yet, they can play by comparing the die result to the die images on the puzzle parts. In your turn you roll and take the puzzle part marked with the die result, if it is still available, and add it to the puzzle. If you are first to complete your picture, you win.

This basic mechanism has been varied a few times, one of the most sophisticated ones has been provided with this game, based on the book „Das kleine Ich bin ich" by Mira Lobe. Each of the four puzzles has nine parts, which are marked on the back with Frog, Hippo, Dog and Das kleine Ich instead of dice pips. All parts of a puzzle are stacked face-down in random order. You roll the die: Das kleine Ich bin ich is a joker; you take the top puzzle part in the stack and either place if before you or add it to the puzzle, if possible. If you roll Dog, Frog or Hippo you compare the symbol on the die with the symbol on the back of the top puzzle part. When both symbols are identical you can turn over the part and add it to the puzzle or lay it down. When the symbols are different your turn ends. When you roll the Moon your turn ends immediately and passes to the next player. If you are first to complete your puzzle you win.

As the other games in this series by Selecta this one, too, is a reverence for the book and impresses by the enchanting illustrations; the characters from the book serving as dice symbols intensify the fun to play! ☑

EVALUATION

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

Comments:
Based on the children's book by Mira Lobe * Enchanting illustrations * Characters used for dice symbols

Compares to:
All other games of Dice Puzzle

Other editions:
Currently none

DEM YETI WIRD'S ZU BUNT

RED PLUS YELLOW RESULTS IN ORANGE

The Yeti feels that his home country is too white and monochrome, so he goes off to explore and manages to find a research facility with a color laboratory and so he starts experimenting and mixing colors.

In this way he discovers and gets to know secondary colors, players assist him. The front side of the color tiles shows two test tubes with two basic colors, the back side of the tile one test tube with the secondary color resulting from mixing the two basic colors. Those tiles are laid out in a circle, the color table is placed in the middle and the Yeti starts his journey on any tile. You roll the die: For one, two or three pips you move the Yeti accordingly and then name the secondary color of the tile on which the Yeti has ended his move. When you name the correct color you can take a color dab in the one of the basic colors on the front side of the tile. The tile is turned back over to show the basic colors and the Yeti is put back on it. If you roll a star you choose a tile and name the secondary color. If you are first to have collected three dabs of the same color or four different ones, you win the game.

When players are already well familiar with colors, you can lay out the color tiles showing the secondary colors and you must name both basic colors in order to get a color dab. Or you can lay out the tiles any way you want, play without the color board for checking and do not turn back the tiles to their previous side after checking.

A very nice game on basic and secondary colors, nicely illustrated and quickly explained, a good game for getting familiar with the concept of secondary colors. ☑

EVALUATION

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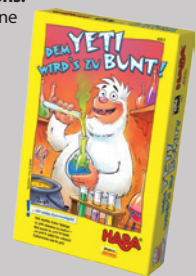In-game text: no

Comments:
Nice topic, attractively implemented * Good components * Trains secondary colors and memory

Compares to:
All educational games on color mixing

Other editions:
Currently none

DIE VERRÜCKTE TIERPARTY
FROGS CROAK, SHEEP CLAP

`4↑`

Animals have parties, too, and we are guests at this party - we must react quickly and imitate the sounds and crazy movements of the animals at the correct moment.

Two cards are turned up from the well-shuffled, face-down stack and laid out next to each other. All play simultaneously. The next player quickly turns up two more cards and puts them next to the others. When there are three animals of the same kind visible on the cards all must quickly imitate the sound of dog or cat, cockerel, sheep, frog or pig. But when the cards in the display show the same action three times, you must imitate this action quickly; maybe you must jump up and down on one leg or must turn around once in a circle or put both hands above your hand and clap, form goggles with both your hands or groom yourself like a monkey. If you are the first to get it right when there are three cards on display that should result in a sound or action, you take all cards involved. Then you turn up two new cards and add them to the display. If you make a mistake and make a wrong sound or a wrong movement, you must discard a card. When two players react simultaneously, they split the cards between themselves; surplus ones are put beneath the stack. When there is no need for action as there are no three cards demanding one in the display, the next player simply turns up two more cards. When the stack is used up you win with most cards. This is really one crazy party which is also a lot of fun; the movements are easily done indoors, too, and as a side effect observation and quick reactions are practiced unobtrusively and intensely. ☑

EVALUATION

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

Comments:
Simple rules * Good incentive for movement * Trains observation and reaction * Versions for more action or different levels of difficulty included

Compares to:
All games of reaction and movement

Other editions:
Currently none

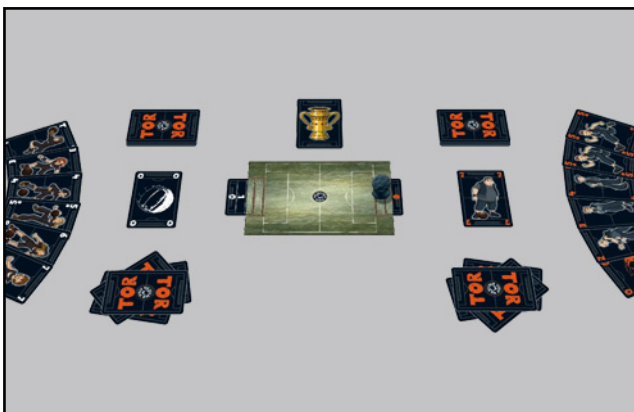# DIE WILDEN KERLE **TOR**
DUEL IN THE DEVIL'S POT

`👥` `8↑`

Die Wilden Kerle defend their secret kickabout area, Teufelstopf, against the Unbesiegbaren Sieger.

Each player is given 13 number cards, on score card and two goalkeeper cards. The field is laid out and the score cards are placed underneath with value 0 visible at the edge. You shuffle your cards, stack them and draw seven cards for your hand.

In each turn, that is, for each duel, you play a card face-down from your hand and draw a card. Then both cards are revealed at the same time. In case two numbers were played the higher number wins and the winner moves the ball one step nearer to the opposing goal. When both cards are identical another duel is played as often as necessary until a decision is reached; the winner then moves the ball as many steps as cards were necessary to determine a winner. Cards are set aside after playing and cannot be looked at later. A goalie blocks every other card and another duel must be played. When the 5 is played, the lower card wins a duel. A 0 always wins against a 7 or a 5, but loses against all other cards. When you move the ball into the goal you have achieved a goal and mark it on your score card. The ball goes back to the kick-off point. When all 15 cards have been played, the first half ends and the cards are shuffled for the second half. You win with most goals after the second half, in case of a tie you play for a Golden Goal!

This is a fast game based on a well-known license topic; the rules are very simple and the simulation works very well; Non-soccer fans, too, will have fun to figure out how to best use a 0, a 5 or a 7! ☑

EVALUATION

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

Comments:
New edition of Tor, 1991 * Well-working simulation * Easy rules * Plays fast

Compares to:
All simulations of soccer matches using cards

Other editions:
Currently none

DR. SHARK

CLUES IN THE POOL

`10↑`

Dr. Shark has asked people to a cocktail party on his private island in the South Seas, but he is suspected of criminal activities. Players are agents mixing with the guests and looking for evidence. Evidence can be found in the guise of clues at the bottom of the pool and we are asked to dive for them. The pool is made up from five areas, each area demands a different method of search, but regardless of the method you can only always search for 30 seconds: In area A you look for certain shapes; in area B you search for differently structured surfaces and in area C for identically structured surfaces. In area D you pull out a fistful of clues and are allowed to keep one per color after putting shark(s) and all pieces of the same color as the shark(s) back into the bag. In Area E you can look at the clues and choose one. You always "dive" with your hands in the bag and a board helping you with shapes has been provided. When you pull out a shark in areas A, B and C your dive ends. When you are able to combine clues into a piece of evidence you take the corresponding evidence chip. After the last round you score points for evidence chips and clues - weapons and gadgets yield a lower score than guises, maps and forged documents - and you win with the highest score after a pre-set number of rounds, depending of the number of players.

Bruno Cathala and Antoine Bauza are always good for unusual ideas and here they have surpassed themselves - Dr. Shark is funny and a challenge for tactile abilities and speed. Even tactic is involved in the guise of choosing the pool, depending on the missing clues. ☑

EVALUATION

Tactile game
For families
Version: multi
Rules: de en es fr gr it jp nl
In-game text: no

Comments:
Absolutely unusual idea
* Good training for tactile abilities * Fantastic family game

Compares to:
First game of this kind

Other editions:
Currently none

DUST TACTICS

2. EDITION

Dust Tactics, the SciFi/Fantasy Tabletop set in Paolo Parentes parallel universe Dust, has been reworked and streamlined and has been published again as Revised Core Set. In the Core set the adversaries are Axis and Allies, and then there is the Sinosoviet Union as a third power.

The components feature 28 detailed miniatures, landscape elements and special dice as well as a scenario booklet, which tells the events of the Battle of Cobden Bridge. One game simulates a complete encounter up to and including victory for one adversary. You choose a scenario, prepare the landscape, roll for initiative, activate one unit after the other in turn and unlock units at the end of the turn. For each activated unit and round you have up to two action chosen from the possibilities of movement, attack, ability, do nothing and permanent attack.

Permanent attack uses up both actions in a turn and you cannot choose attack + attack. A game ends when all units of a player are destroyed, or completion of the scenario goal or by destruction of all mission targets; in the last two cases the winner is always the player with the highest score. The game features six scenarios which can be combined into a campaign: You try to conquer Victory Bridge with an army deploying your units. A new feature are the landscape posters, for instance for Victory Bridge, they introduce a bridge and construction structures as well as new landscape symbols. Confrontation as a tabletop - a vast amount of expansions for the system is available, as befits a good Core Set - offering an interesting introduction into the world of tabletops and conflict simulation. ☑

EVALUATION

Tactical miniature game
With friends
Version: de
Rules: de en es
In-game text: yes

Comments:
Streamlined rules * Good as in introduction into the tabletop hobby * Many extensions and expansions available

Compares to:
Dust, Dust Tactics 1st Edition, Memoir ´44 and others

Other editions:
Dust Tactics Revised Edition, FFG, USA; Edge Entertainment, Spain

DWEEBIES
PLAY WITH EGGHEADS

`8↑`

Dweebies are colorful characters with very characteristic hobbies; and they never have more than three hairs on their head! 54 of those colorful guys can be found in the deck of cards which shuffle; then we deal five cards face down to each player, who picks them up for his hands, but should not show them to the other players. The dots on each card tell you how often this individual Dweebie is present in the deck.

You play a card from your hand and put it on the table open faced; either into the middle or next to any card already on the table. If this results in a pair of identical Dweebies at the opposite ends of row of cards you pick up all cards in this row and set them aside. The two Dweebies must be at the opposite ends, all other positions do not constitute a reason to take cards and you also cannot collect diagonal rows, either. When the display is split in two by taking a row you must place cards in a way that the two halves are reconnected as soon as possible. Nobody can take a row while such a split exists, you must first recombine the two parts. At the end of your turn you draw a card, if you forget to do so you can make good for it any time. When all players are out of cards you win with most cards collected.

Dweebies are cute, the rules are simple and if you have a good memory for cards you have an advantage! Because, if you remember that two Dweebie Indians already were used to collect a row you will only elongate a row by placing the third one, probably for another player and so you can save it for closing caps.

Dweebies is an attractive game, good for your holidays or a quick game in-between. ☑

EVALUATION

Card collecting game
For families
Version: fr
Rules: fr en es
In-game text: no

Comments:
Enchanting illustrations * Very simple rules * Can be played with much younger children

Compares to:
Games where you collect cards on display

Other editions:
Gamewright, USA; Foxmind, Israel, White Goblin, Netherlands

ELEFUN SCHNÜFFEL RÜSSEL
WHOSE NOSE IS IN FRONT?

`1` `👥` `3↑`

The little blue elephant, which we met first blowing colorful butterflies from his trunk, has found a lot of friends and brings us a new game! This time it is an action und dexterity game, but you do not collect butterflies this time, but colorful snack discs and Elefun himself is made up from head and trunk only.

Two Elefuns are combined from a head, two handles of different colors and two trunks. The snack discs are laid out on the floor and the two starting discs - showing the colors of the handles - are set down at opposite ends of the snack disc display. Using those components, you can play three different games.

Törtchen schnappen: The snack discs are laid out Elefun side up - you start at your starting disc and then pop the trunk up and down to pick up a disc; each sucked-up disc must be taken to your starting disc and put down there. If you snatch up the golden cake you win.

Paare finden: Again, the discs are laid out with their Elefun side up and again you must suck them up one by one and place them on your starting disc; but this time you are not allowed to look at them immediately! When all discs are collected, you check your discs and win with most pairs.

Farben flitzen: The discs are laid out snack-side up and you try to pick up discs of your own color as fast as you can. If you are first to collect all your own discs you win.

Fun to play and fun with moving about, a wonderful training for motor skills and coordinated movement! The trunk works perfectly, small children will need help in assembling and need to have the removal of discs explained, but then they can play on their own. ☑

EVALUATION

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

Comments:
Good training for movement and coordination * Can be played outdoors * Team play possible in case of more than 2 players * Adult assistance needed for assembling

Compares to:
First game with those components, mechanism similar to Klatsch-Fix and others

Other editions:
Elefun Snackin' Safari, Hasbro USA

FAMILIENGEFLÜSTER
GRANT WISHES
AND GET YOUR WISHES GRANTED   7↑

Family talk instead of love talk! This edition of the communication and relations game is targeting families who want to learn more about the dreams and heart's desires of other family members. Basically, each family member chooses a wish; during the game you need dexterity and luck in the paint-with-your-fingers round and at the end all together decide on a family project.

The first "Wünscher" chooses his wish according to the result of his die roll, for instance an afternoon downtown, and a member of the family who should grant or implement this wish. This family member turns "Bestimmer", reads out the wish, and reacts to it with a Bestimmer card in the color of his die result, for instance "I will cope with preparations"; this card is given back to the Wünscher and read out by him. Then the whole family votes on this reaction and depending on the result cards are handed out. Then the Wisher looks at the finger-paint side of the Bestimmer card and paints the image with his finger on the back of his neighbor, called "Fühler". The Fühler draws what he felt, in case of correlation cards are given out and a task for both players. The wisher now holds three cards (Wish, Bestimmer, luck/bad luck from painting) and displays them somewhere in the family home. When all have been Wünscher once, each family member reads out a suggestion for a project. The winner of the voting is the family project. Wishes and family project need to be implemented in real life!

This offers a challenging way to playfully learn about dreams and wishes of your family and also to grant them and so live an even more intense family life. ☑

EVALUATION

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

Comments:
Good for learning more about your family * Interesting way to end the game * Wishes should be implemented, especially the family project

Compares to:
All other communication games for use within the family

Other editions:
Currently none

FIEF
LIEGE LORD, BISHOP AND KING

In this revised new edition Fief is still a game on conquest and diplomacy; players embody noble families rivaling for dominance in the realm. You start with a lord, one castle and some troops in a village. You play rounds comprising several phases, which are always completed by all players before the next one starts. You will be hard put to win alone, you will have to negotiate, make contracts and form alliances through marriage; but you can only demand private negotiations with players of your choice three times during a game.

In each round you draw cards and then play cards and implement the effects of those cards; then you cash income and bonuses and use them to buy more troops and buildings. Then a lord moves, and he can take his troops along; troops cannot move without their lord. This is followed by resolving conflicts which are decided by the greater value of troop strength plus the result of a die roll. Castles and cities give a defense bonus. When a lord controls all villages in a fief you can try to take control of the fief; you can then only lose it when the capital of the fief is attacked or the lord dies without an heir.

By voting the positions of Bishop, King and Pope are assigned; those titles earn you advantages and victory points, as do fiefs which you control. You win alone with three victory points or - in a game of four - also as member of an alliance, with four victory points.

Asyncron must be complimented on this felicitous revision of a game classic which still delivers an amazing mix of negotiation, economics and military aggression, a real must for experienced players. ☑

EVALUATION

Development game
For experts
Version: fr
Rules: en fr
In-game text: yes

Comments:
New edition of Fief, International Team * Massively revised rules * Possibilities for shorter Games * Flair and fun in playing have been retained

Compares to:
Fief, International Team, Blood Royal

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

FLOTTE WOLLE
HURDLE JUMPS WITH DICE

`5↑`

Show jumping at the gaming table, and the competitors in front of the first hurdle are not horses, but sheep! The wooly jumpers must cross a total of four hurdles in ascending degrees of difficulty in order to win the tournament. Four hurdle bars are marked with one to four lines and show possible dice results on all four sides; those bars are laid out in ascending order with a hand's width distance in between to form the show-jumping course for the competition. All players put their sheep in front of the first hurdle. Now you determine which result you must achieve for your sheep to jump over this hurdle. You pick up the bar, roll it onto the table from your hand and put it back in its place showing the result you rolled: X marks any number of dots, so XX would be a double, any two dice showing the same number. For each hoof symbol your result must show one die showing a hoof and the numbers 1-4 or 2-5 demand exactly these results on your dice, a sequence of those of numbers, in other words, a straight as in Poker.

Then you roll all five dice and have a maximum of three tries to achieve the necessary result for the first three hurdles and four tries for the last hurdle; you set aside suitable dice and re-roll the remaining ones. When you have jumped the hurdle you put your sheep in front of the next one. If you are first to cross the fourth hurdle with your sheep, you win. Flotte Wolle is part of a new series of family games from Noris, and absolutely meets this claim! It is a cute, fast family game with nicely combined familiar mechanisms and an attractive topic; the components are made from wood! ☑

EVALUATION

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

Comments:
New series Happy Family
* Nicely varied standard mechanisms * Attractive topic for a family game

Compares to:
Würfelbohnanza and other dice games for specified results

Other editions:
Currently none

FROG PRINCE
MAGICAL TRANSFORMATION

`4↑`

The enchanted frog must be transformed back to a prince by players; you collect kiss tiles and try to hold the golden ball. There are nine water lily tiles including one magnetic tile; they are laid out open-faced, a circle would be best, and the castle start tile is set into the middle. A little clear jar holds a tile which shows a frog on the one side and the prince on the other side. You put this Prince Jar on the castle tile; in case the prince faces upwards the tile in the jar will jump magically and turn over to the frog side. The kiss tiles, the golden ball and the spinner are set out. You turn the spinner and, depending on the result, you can take one or two kiss tiles, but only if this does not exceed a total of three kiss tiles, because you can never hold more than three of them! When the arrow on the spinner points to the golden ball you take it, either from stock or from the player who currently holds it. If you have collected three kiss tiles and the golden ball you can try to redeem the prince: You put the Prince Jar on any water lily tile of your choice. If nothing happens, you discard a kiss tile and your turn is over. If the tile in the jar jumps from the frog side to the side showing the prince, you have freed the prince and you have won the game.

Frog prince illustrates the fairytale of the Frog King very nicely and with components fitting the target age group perfectly; the mechanisms are very simple and to remember which water lily tiles are not magnetic is exactly the right challenge. The magnetic effect of the jumping frog turning prince enchants little players. ☑

EVALUATION

Collecting game
For children
Version: multi
Rules: de hu
In-game text: no

Comments:
Attractive components * Magnetic jumping of the prince is a nice detail * Simple rules

Compares to:
All games combining memo and magnetic effects

Other editions:
Currently none

HAND AUFS HERZ
H COMES BETWEEN I AND J

How often can you combine the elements of knowledge, assessment and reaction into a new game? Well, with Hand aufs Herz, at least, it has happened again!
A red heart is placed in the middle, and all players with the exception of the moderator of the round place both their hands on the table, around the heart. Now the moderator draws a card and reads out the first statement. Each player - of course not the moderator - decides instantly if the statement is correct and he wants to answer YES or if the statement is wrong and the answer therefore is NO. Accordingly you place your right hand for YES or your left hand for NO on the heart or on hands already there.

Then the round is evaluated: The statements on the card are colored, red for wrong, green for correct and black statements relate to the players, for instance „most of us have brown eyes". Then each player who answered correctly, scores points: The lowest hand in the stack scores as many points as there are correct hands on the heart, the other ones always one point less according to position.
When the statement contains "I" this relates to the moderator, "YOU" relates to each player individually - "you and your right neighbor are blond"- and "WE" or "US" to all players, including the moderator. When all four statements on a card have been read, the round ends, and the moderator changes. Instead of noting the scores you can hand out cards for points.
Hand aufs Herz is a fast, cute, quick and witty new combination of well-known elements, the statements are a nice and really interesting mix of knowledge, guessing and personal information. ☑

EVALUATION

Knowledge/reaction game
With friends
Version: de
Rules: de
In-game text: yes

Comments:
Witty choice of questions/ statements * Plays very quickly * Choice of game end conditions

Compares to:
Trigger, Declíc and other games featuring combinations of knowledge and reaction

Other editions:
Trigger, Ferti, Frankreich

HEROICA ILRION
FREE THE KING!

ILRION is the fifth part of a series of adventure games; each game in the Heroica series introduces new adventures, weapons, monsters, heroes and treasures; each of the games can be played stand-alone or you can combine them all into a big adventure game.
At the start of the game you choose an adventure. Each player carries a Hero pack, with which he can transport gold, potions, weapons and other items; at the end of an adventure you keep your Hero pack with its content for the next adventure. The game is set up according to the adventure you choose or according to your own ideas. In your turn you move your hero or fight a monster, you can use special abilities of your hero or use items like potions or keys or search chests. If you have lost all life points, you must rest and recuperate, the die determines how many lives you get back. For gold you can buy weapons or sell them for gold, weapons give you additional combat abilities. As a variant one player can guide all monsters, his turn is the last of the round after all hero turns. The monster player cannot attack recuperating heroes.
In Ilrion the King of Heroica has been taken prisoner, players must save him. To do so they must fight the evil bats and defeat the Lord of the Vampires. If you reach the finish zone or defeat the monster on this zone you win. The Fang or Fury is a powerful relic which you can use for close combat or sell for gold. Again, this is pure adventure and thanks to the variable components and the Lego Die you can adapt it to your ideas and withes; you can create your own personal Land of Heroica. ☑

EVALUATION

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

Comments:
Part of a series * Can be adapted to your own ideas * Can be played as a stand-alone or in any combination with other games of the series

Compares to:
All other Lego games, especially the Heroica series

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

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INNOVATION
HISTORY CHARTED WITH INVENTIONS

Innovation is a tactical management game, in which each player administrates a civilization and develops it with inventions; those inventions in five colors and featuring icons for power and resistance relate to ten areas of history. Each card furthermore features one or more Dogma effects, which represent the ideology of a civilization, that is, cooperation or dominance; those icons can be activated for sped-up development or influence points.

You have always two actions, identical or different, a choice of Draw, Activate, Play or Dominate. Draw gives you a card from the period equal to the value of your highest active card; an active card is always the top card in each of your stacks. For Play you put a card from your hand onto one of your stacks and thus into play. Activate - Dogmas on active cards influence other players, based on the icons on their own cards. Dominate - in order to dominate a period the sum of your own influence points must be five times the value of the period and the value of one of the active cards must be higher than the period number. In analogy to period dominance you can dominate up to five regions, which happens automatically by complying with the conditions. You win through dominance in periods and regions, but also with influence or Dogma effects. Innovation offers a fantastic mix of card management and resources management as represented by the icons; chance is very limited, tactical possibilities are manifold and interesting. Civilization in fast motion, some gaming experience is necessary! ☑

EVALUATION

Management game
With friends
Version: en
Rules: en es fr it jp pl ru
In-game text: yes

Comments:
New edition of Innovation, Asmadi Games * Condensed fun to play * Card management coupled to resources management * Very small element of chance despite drawing cards

Compares to:
Through the Ages

Other editions:
Asmadi USA, Hobby Japan; HomoLudicus, Spain; Asterion Press, Italy; Hobby World, Russia, Lacerta, Poland

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MARE BALTICUM
FISHING BOAT OUT CATCHING FISH

6↑

We are captains of a fleet of fishing cutters sailing the Baltic Sea catching fish and amber. After a successful trip the captain must sell his catch in a harbor to have earned most money when winter comes.

For a start, demand markers and goods markers are placed into harbors and sea and place your cutter. In each round you can do up to three actions - sail your cutter, catch fish or unload catch, in any combination. If you want to sail, you place a cutter into the sea or relocate one; your cutters must always form an uninterrupted line and only one cutter per player is allowed on any square.

To catch fish you take a goods marker from a location with your own cutter; an amber marker goes face-down into your warehouse and a fish marker openfaced into a hold, up to capacity. In a harbor you can unload fish according to the demand marker, any number of fish of this kind. To unload you put them from your hold into your warehouse, which has unlimited capacity. After each turn empty squares are filled with new goods markers. When a time marker is drawn each player must play one of his operation markers; they set the price for your fish or - once - demand a tax payment of two goods from warehouse or hold. After six time markers you finish the round and play one more round; then fish in your warehouse score their price according to the operation markers, amber is worth 1 point per marker, fish in your holds are valueless.

Mare Balticum is an enchanting children's game in which everything dovetails - components, topic and mechanisms; a nice introduction into transport and logistics games including pricing of goods. ☑

EVALUATION

Collecting/logistics game
For children
Version: multi
Rules: de en kr pl
In-game text:

Comments:
Also a very good family game * Very pretty components * Simple basic rules * Includes two modules for use by more experienced players

Compares to:
All movement games with delivering goods according to demand

Other editions:
Currently none

MAX ON TOUR

**BACK ON TIME
WITH GUITAR AND CUSHION**

Max, the little snail, wants to get a taste of the big, wide world and starts on a long journey. He meets new animal friends who give him nice gifts. As Max wants to get home with all his gifts before Rosi the Caterpillar has eaten all the lettuce, he must store all the gifts well.

The animal cards are laid out in a circle and the lettuce chips are placed on the garden card, whole heads up. The gifts are placed into the circle of cards and Max begins his journey on the garden card. Now you need to decide if it is allowed during the game to shift gifts that Max is already carrying on his back or not, and then you can start the game.

You roll the die: For a color you use the pushing rod to move Max along the outside of the circle to the animal of that color and then load a gift of this color on Max. When the next player rolls the same color, Max must do one circuit. If no corresponding gift is left you roll again. When Max drops gifts while moving you turn over a lettuce chip and put the gifts back on; if there are two of a color one is put back into the circle. For a Star Max does not move and you choose any gift. When Max carries gifts of all five colors he can return to the garden. When there is one undamaged head of lettuce in the garden, all players have won together. But when all lettuce heads have been nibbled at, Rosi the Caterpillar has won.

Max on Tour offers wonderful fun, nice components and on top of that trains dexterity and motor skills; players learn colors and shapes and also to assess risks - can the lamp be anchored better on Max than the guitar of the same color? ☑

EVALUATION

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

Comments:
Floor game * Variable track * Trains colors, shapes, concentration and motor skills * Smooth surface necessary to play

Compares to:
Tier auf Tier, Power Tower, Die kleinen Drachenritter and other stacking games

Other editions:
Currently none

MONKEY GO!

STOP ON A TILE AND GET ONE MORE STEP

You want to take your monkey safely across the river and can decide on safe and slow or fast and risky.

You lay out the tiles for the starting river bank and the finish river bank, the distance between them determines the duration of the game. You roll the die and can turn up as many tiles, maximum, one by one. You place each tile that you turn up next to the tile with your monkey and the monkey steps on the new tile, if possible. Tiles your monkey leaves are taken out of the game. Stone tiles are safe, crocodiles can be crossed to stones behind them, but you cannot end your turn on a crocodile; in this case you go back to your last position. If your monkey ends its turn on a turtle you can turn up an additional card in your next turn. If the turn ends on a tree trunk you must deduct 2 from your next roll, that is, in case of a roll result of 1 or 2 you lose a turn. You must bypass a whirlpool, which is not removed from the display. You can step on cards placed by other players; there is no limit to the number of monkeys on a tile. If you are first to reach the opposite bank you win.

Monkey Go! is part of a new series of children's games called „Für uns ab Fünf" - "For us of age 5 - My first big game", and absolutely fits this description; designer Benny Banane/Bruno Banana is meant for a joke; the mechanism is surprisingly intricate and demands some tactical considerations, as you might not want to risk uncovering a tile with a crocodile or a tree trunk if you did roll a six and have already safely moved two or three steps and can do one more step onto a tile with another monkey! ☑

EVALUATION

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

Comments:
Series Für uns ab Fünf * Minimalistic rules * First tactical considerations despite simple rules * Nice combination of mechanisms

Compares to:
Other placement games with a path topic and obstacles as well as risk/stop element

Other editions:
Currently none

PAX
INTRIGUES IN ANCIENT ROME

Rome at the time of Spartacus: You are a slave and use cards to enhance your power and influence in seven categories and try to be stronger than Rome and the other players; you can also be a traitor, cooperate with Rome and help to put down the uprising.

In your turn you must draw cards, can buy cards and lay out cards and take income or as an alternate move look at face-down Influence Cards and take 2 Aurei (money).

When you draw cards you must take on in hand, place one underneath a Legion Card and put the third one underneath the stack. If you buy you take all cards next to a Legion Card. To lay out cards you pay for it, when you lay out more than one, and receive income for the longest category you just expanded. Laid-out cards influence the action of players. When the open display cannot be filled anymore, the game ends instantly; when this happens within a round you get Aurei instead of cards and the game ends with the end of the round.

Now you turn up Roman Influence Cards: Rome dominates if she has the majority of card symbols in at least four categories and the winner is the player holding the Primus Conspiratus card; players dominate with majorities in four categories and the winner is the player with the highest score.

Pax is an excellent card game; the - at the beginning - seemingly obvious winning strategy of Intrigue cards and Primus Conspiratus Card does not work due to lack of money; money is important for buying and laying out cards. Luck of the draw is balanced by alternate strategies and the solo version is an attractive five-step challenge! Set collection at its best! ☑

EVALUATION

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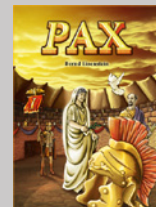Version: multi
Rules: de en fr
In-game text: no

Comments:
With two sets eight people can play * Attractive solo versions with 5 games * Alternate winning strategies * Luck is present, but not dominant * Good mix of mechanisms

Compares to:
Set collecting games

**Other editions:**
Currently none

PIRANHAS
BIG FISH EAT SMALL FISH

8↑

Piranhas eat fish, in this special case all fish of another color. Bigger fish eat smaller fish of the same color. You place one card face-down for a target card, the rest is dealt evenly to all players, who take their stacks in hand.

Then the target card is turned up and upon a starting signal all now play simultaneously; they turn up the top card in their stack and check if it fits the target card in the middle. If the card fits, you place your card on the target card, where it instantly becomes the new target card. If the card does not fit the target card you place it on your own open discard pile, or you keep it in hand until it fits, but you cannot play another card and can only hold one open card.
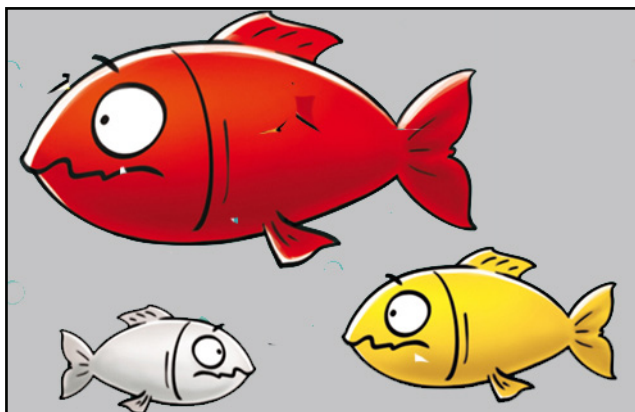
A card fits the target if it shows a fish of the same color and if that fish is bigger than the fish on the target card; there are fish in eight colors and four sizes, the biggest and third-biggest fish always swim to the left, the second-biggest fish and the smallest fish swim always to the right. A piranha can be placed on any fish card that does not show a fish in the piranha color. A piranha on a piranha must be of a different color! And you can place a fish card on a piranha, when no fish has the color of the piranha, this is announced with "fresh fish!".

When a player has used up his stack, he turns over his discard pile for a new stack of cards in hand. When you can discard your last card, you win.

Piranhas is a nice re-implementation of standard mechanisms and needs very good observation and quick reactions; the four sizes are not always easy to distinguish! Quick, cute and nice for your holidays! ☑

EVALUATION

Card shedding game
For families
Version: de
Rules: de
In-game text: no

Comments:
Nicely varied standard mechanisms * Trains observation and assessing of size relations * Gut for holidays or a quick game in between

Compares to:
Ligretto and other card shedding games

Other editions:
Currently none

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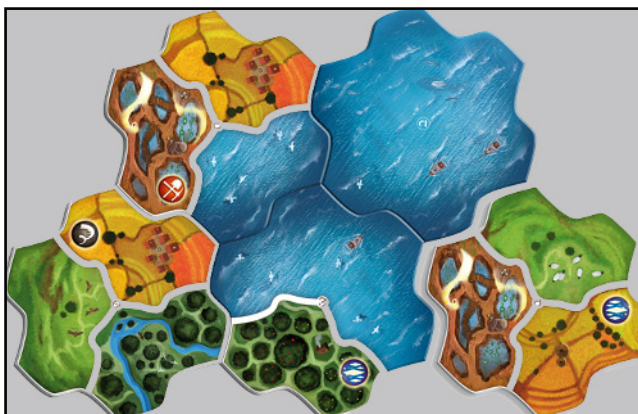
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SMALL WORLD REALMS
RUSTY THRONES AND NOT SO CALM WATERS

Small World simulates the rise and fall of civilizations in a fantasy land. The lands are too small to accommodate all civilizations and you must enlarge your own realm, conquer neighboring regions and stash coins for victory. In Round One you choose a combination of race and special ability, conquer regions and receive victory coins. In the following rounds you enlarge the area of your influence by conquering or you allow your race to disappear and choose a new one, both choices earn you victory points. If you have most of these coins at the end of the game, you win. Small World Realms introduces 26 double-sides landscape modules plus tunnels, mountains, peaks and chasms and even Black Mountains, all of which you can use to create your own realms and discover them above ground or underground. The rules offer 12 new scenarios in three levels of difficulty for Small World as well as for Small World Underground, and also some advice for creating your own scenarios. So they recommend approx. nine regions per player and approx. seven regions with each type of landscape, plus 7 card symbols of each kind. It is advised to start with water and then add or exchange modules and to separate large regions by Lost Tribes Monsters in order to make it harder to enter them. And of course you can and should use Places or Relics and maybe even think of the story first and then create the map.

All in all Small World Realms is fantastic playground for Small World fans, the possibilities are nearly endless and the scenarios provide enough ideas for your own creations using Small World or Small World Underground or both. ☑

EVALUATION

Development game
For experts
Version: multi
Rules: de en es fr it jp nl pl
In-game text: no

Comments:
Needs Small World or Small World Underground to play * Comes with pre-set scenarios and ideas for your own * Attractive and versatile possibilities to play

Compares to:
All other editions of Small World, Vinci, Conquest

Other editions:
Currently none

SORPRENDEDORES
KARMABUSINESS

An economics game in which you are supposed to implement your own wishes; the game is intended to be part of a movement for a new society, which is characterized by solidarity and cooperation. The first player to implement his personal wish wins the game.

These wishes are featured in the game as cards and show at their back what you must collect for implementation, for instance founding companies with a total value of 44 points from heart and lotus symbols and collection 17 Karma stones. Additional points come from acquisition of shares from opposing companies, from Karma cards and companies of the same sector. You also win when you have engaged all 18 employees, take over a complete business sector and collect 20 Karma stones.

You start the game as an employee and want to found your own company; a turn comprises resources cards, rolling the die, cost payment and company management. You either draw two resources from stack or choose one from the display; the D6 die determines what you can pick up additionally and the D10 dice sets income possibilities for all players: to receive income the D10 result must be covered on a company card with a marker- Then you pay the costs for employees or loans and can then - in the management phase - found or sell companies, invest in advertising campaigns, buy shares, engage employees, manage Karma and take out loans.

Sorprendedores is a game representing part of a philosophy and being part of a movement that wants us to join in the undertaking of improving the world by small steps of each individual, in peaceful coexistence with nicely dovetailing mechanisms. ☑

EVALUATION

Resources management
With friends
Version: multi
Rules: en es
In-game text: yes

Comments:
Includes superimposed topic of a contribution to implement an alternative philosophy * Simple basic mechanisms, like exchange A for B * Very little interaction

Compares to:
All resources management games

Other editions:
Currently none

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STEIN IM BRETT
KEEP TO YOURSELF AND WIN

6↑

At the start of the game an empty board with 36 dents, arranged in a hexagon, is placed between players. Each player chooses a color, in a game of two three colors and in a game of three two colors. One piece of each of the chosen color(s) is placed in front of its owner. The other pieces, including those of colors that have not been chosen, are placed in the bag. In your turn you always draw three pieces out of the bag and place them on the board, if possible in a way that your own pieces do not have neighbors of their own color. When all dents are filled the round ends and you take all those of your own pieces off the board that have no neighbors of their own color. They are your victory points and placed before you. All the remaining pieces on the board are set aside in the box. The starting player changes by one position in a game of two to four players, and by two positions in a game of five and six players and you play a new round with pieces from the bag. After each round you again take all your pieces without neighbors of the same color off the board and place it before you. After a total of three such rounds you win the game with most victory points from all three rounds.

That easy, isn't it? Well, as regards to the rules, definitely - probably there is no way for more simple rules; but as regards to how to play it is not so easy to stay on top of what's happening, as there is quite an element of chance in the draw. But Stein im Brett is yet another elegant and extremely beautiful game, which plays nice and fast, because too much pondering is of no use due to the luck of the draw! ☑

EVALUATION

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

Comments:
Wooden board and pieces * Elegant and beautiful design * Very simple rules * High replay value

Compares to:
Basically all abstract placement games demanding achievement of formations, first game of this special kind

Other editions:
Currently none

SUCHE DIE UNTERSCHIEDE
TRIKOT MIT UND OHNE STARTNUMMER

Auf 300 Karten mit Doppelbildern finden sich 5, 10 oder 15 Unterschiede, die Karten werden dementsprechend sortiert. Jeder Spieler bekommt eine Zähl-Karte und es wird vor Spielbeginn festgelegt, wer von den Spielern mit Schwierigkeitsstufe 1 und wer mit Schwierigkeitsstufe 2 spielt. Die Drehscheibe bestimmt die Anzahl der Unterschiede und jeder Spieler zieht sich eine dementsprechende Karte und dreht sie auf seine Schwierigkeitsstufe. Nun versucht jeder, die Unterschiede auf seiner Karte zu finden und zu markieren. Wer dies als Erster innerhalb der Laufzeit der Sanduhr schafft, lässt die Kategoriekarte kontrollieren und hat dann als Einziger die Chance, einen Unterschied auf seiner Zählkarte zu finden. Dazu dreht er die 15sec-Sanduhr um und darf maximal einen Unterschied auf seiner Zählkarte markieren. Sollte er es schaffen, weitere Unterschiede zu finden, muss er sich diese gut merken, man darf immer nur nach dem Gewinn einer Kategorien-Runde einen Unterschied auf der Zählkarte markieren! Aber man darf natürlich die gesamten 15 Sekunden Laufzeit der Sanduhr nutzen, um weitere Unterschiede zu finden, die man dann später markiert.

Wer zuerst alle Unterschiede auf seiner Zählkarte gefunden hat, gewinnt das Spiel.

Es gibt 10 Zählkarten im Spiel, also können bis zu 10 Spieler gleichzeitig auf die Suche nach Unterschieden gehen, man kann aber mit genau so viel Spaß alleine auf die Suche gehen.

Suche die Unterschiede ist ein sehr gut gemachtes Familienspiel, die Bilder sind sehr raffiniert gestaltet, manchmal muss man genau schauen, aber es gibt keinen Wissensvorsprung durch Erwachsene, alle haben die glei-

EVALUATION

Suchspiel
Für Familien
Version: de
Regeln: de nl fr
Text im Spiel: nein

Comments:
Attraktive und teilweise knifflige Bilder * Sehr viele verschiedene Motive * Gewisser Merkeffekt beim Wiederspielen von Karten ist gegeben

Compares to:
What's missing? und andere Suchspiele

Other editions:
In Französisch und Holländisch bei University Games

T-REX GREIFT AN
DAS GROSSE DINOSAURIER-SPIEL

7↑

The game pictures the fight for survival, using Dinosaurs looking for food and laying their eggs which you must save from lava and T-Rex. The volcano is placed and equipped with fire; the feed tiles are laid out on plant squares. In turn players introduce ther dinosaurs by roll of a die onto one of the starting squares. Then you roll the action die and the number die and implement the corresponding action. Then you move your own dinosaur T-Rex, according to the action die result, and lay and egg, if possible. Possible actions are: Volcano eruption, Volcano eruption and feed, T-Rex or a choice of T-Rex or Volcano eruption. When the volcano erupts lava stones are first placed onto the volcano and subsequently on squares where they burn feed tiles. A dinosaur on such a square flees and loses and egg. A dinosaur moves across empty spaces and feed squares, here he can pick up one feed. If you have three feed tiles you cannot take more if this kind, but must lay an egg first by moving directly onto a nest square. The other players redistribute your feed tiles, first on empty squares and not on lava squares. When a dinosaur encounters another dinosaur he can fight with it for feed; the better roll of the die wins. T-Rex attacks in order to steal eggs; this attack, too, is decided by the better roll of the die. When the last lava stone is placed you win if you were able to save most dinosaur eggs.

In this new edition this game is very good, featuring good rules and lots of information on Dinosaurs, the fight for survival is presented very well and even leaves room for a bit of tactics. ☑

EVALUATION

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

Comments:
New edition of Das große Dinosaurier-Spiel * Good rules * Nice components * Lots of information on dinosaurs

Compares to:
Das große Dinosaurier-Spiel

Other editions:
Currently none

TEXAS NUKEM
CONQUER HONOLULU WITH A STRAIGHT

Each player chooses a color and puts all armies of this color on the red factory and blue bank spots on their player sheets, 50 on each spot.

Then you shuffle the 22 country cards and dealt evenly to all players, remaining cards are placed face-up on the corresponding country spots.

A turn comprises movement, rearming, attack and placement of country card(s). You can move any number of armies between countries you control, but only through countries that you also control and you cannot entirely empty a country. In order to rearm you must build as many armies as you have sitting in factory and prison; as many of them as possible by production, the other ones by importing.

For an attack you choose a target country which must be neighboring the attacking country; you can also attack out of the bank which is considered to be adjacent to all other countries and cannot be attacked itself. Numbers of armies for an attack and mobilizing of forces are regimented in detail. Third parties with the necessary amount of armies available can join the conflict; then , to decide the outcome of the attack, you play a game of Texas Hold'em according to detailed rules, with repositioning of armies after each card. All armies of defeated parties go to the winner' prison, and can in the rearm-phase go back to their owners. If you now control a country for which you hold a country card you can place the card on the board. If you are first to be out of country cards you win the game.

Texas Nukem offers an unusual mix of mechanisms gleaned from Risk and Poker. A tidbit for individualistic players! ☑

EVALUATION

Conquest game
With friends
Version: en
Rules: en
In-game text: no

Comments:
Hand-made * Unusual combination of mechanisms * For experienced players only * Good for individualistic players

Compares to:
First game of this kind

Other editions:
Currently none

TIER AUF TIER

JETZT GEHT'S RUND!

5↑

The stacking of animals enters its next round - once again with the crocodile at the center, or better, as the base! The crocodile wanted only to doze on his log while drifting across the ocean, but the other animals want to come and create quite a hustle, which can get dangerous, because there is a shark in the water.

The crocodile is placed on the turntable, which in turn sits on a small disc, and the shark fin is placed into the turntable. Players in turn choose one animal until all have the maximum number according to the number of players. Then you roll the die and stack: For pips you stack two animals of your choice. For the question mark one of the other players chooses the animal you have to stack. For the hand symbol you hand an animal to another player who must stack it. For two buoys you stack an animal and move the turntable twice. For the arrow you turn the turntable for one complete circle. When you roll the shark fin you switch direction of fin and turntable movements. Stacked animals can only touch the crocodile or other animals, never the turntable and you use one hand for stacking. After each stacking attempt the turntable is moved to the next buoy and you have to imitate the animal which the shark passes. When the animal stack tumbles and you caused this, you take fallen animals, maximum two, the others go into the box. You win if you manage to stack all your animals. In an expert version the turntable rests on a hemisphere.

Already the fifth version of the game and still a wonderful game and a fantastic training for balance, equilibrium and a feeling for shapes. Simply good! ☑

EVALUATION

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

Comments:
Beautiful components *
Continues the series nicely
* Two levels of difficulty

Compares to:
All other editions of Tier auf Tier

Other editions:
Currently none

WOLF IM SCHAFSPELZ

PEPPER CARD FOR WOLF MAJORITY!?

7↑

A dice game in three levels of difficulty, the rules recommend to try the basic game first: Each player is given a wool card and a pepper card; you use five dice for up to five players or all white dice plus the blue animal die in case of six to eight players. You hold your wool card and the dice are distributed as evenly as possible among all players. Then all roll the dice simultaneously in the middle of the table so that they rest between the two halves of the box. And now you must be quick - which animal has the majority - Wolf or Sheep? If you think you know it you throw your wool card into the corresponding box half. Then the result is checked and the appropriate box half is turned upside down. Now - depending on the number of players the owner of the card on top or owners of top and second card or owners of the three top cards are given points. A player whose card is placed in the wrong box discards a point, if he has one. When you have 10 or more points, you win.

In the advanced version you hold both cards and the wool/pepper die is rolled as well; depending on that die's result you must throw the wool or pepper card into the majority's box. In the elite version both blue dice are rolled: When the blue animal dice is part of the majority you throw the card that fits the result of the wool/pepper die; if not, you use the card contrary to the result of the wool/pepper die. And if you want you can award the points corresponding to wolf or sheep majority and you win with 5 sheep and 5 wolf points. All clear? Yes? No? Just try it! It is a really cute game and not as simple as it sounds - it can easily happen that you mistake a wolf for a sheep! ☑

EVALUATION

Dice and reaction game
For families
Version: multi
Rules: de en fr nl
In-game text: no

Comments:
Really, really good fun *
Plays fast, but is not as easy
as it sounds * Three levels
of difficulty

Compares to:
All games demanding reactions on combinations

Other editions:
Currently none

www.gamesjournal.at

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ALLE DEINE TIERE
Publisher: Haba
Designer: Heinz Meister

`3↑`

24 animal cards and the die are set out. In the basic game of **Alle Deine Tiere** you turn up a card and roll the die; if the cards fits the die result you take, otherwise you turn up cards until one fits, Then the other animals are turned back down. For **Großes Tier-Memo** the cards are laid out face-down; if you can turn over a card that fits the die result you take it and have another turn. For **Tier zu Tier** the animal cards are stacked face-down, the top card is turned up and you roll the die; when the animal fits the die result you take the card. You win always with most of the cards.
*Version: multi * Rules: de en es fr it nl * in-game text : no*

Collection of spotting and memo games for 2-4 players, ages 3-6

CARCASSONNE MINI 4 DIE GOLDMINEN
Publisher: Hans im Glück
Designer: Klaus-Jürgen Wrede

`10↑`

The mini expansion Die Goldminen features 8 landscape tiles with gold symbol, 16 wooden gold pieces and one card for the Kornkreise expansion. If you place a landscape tile with gold according to standard rules you place one gold piece on this tile and one adjacent tile. When a tile with a piece of gold is scored the gold goes to the majority holder of the scored building, in case of roads and cities all cards are included, for a cloister all 8 tiles and the cloister tile. In case of a majority tie or simultaneous scoring of several buildings all those involved take one gold in turn and again one gold ….
*Version: de * Rules: de * In-game text: no*

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

COLD WAR
Publisher: Fantasy Flight Games
**Designer:** David Rakoto, Sebastien Gigaudaut

Players in their guise as members of CIA or KGB try to manipulate nations and conflicts. Each player holds six agent cards as a face-down headquarter. You play in rounds until a player has accumulated 100 points. A round comprises the phases Briefing with revealing of a mission; Planning with choosing an agent, Influence struggle with enlisting groups, that is, reveal or use cards or pass. Then in the Cease-fire phase you add influence points, if you exceed the mission stability unrest happens. Debriefing and Détente phases score the current situation. New edition of Cold War, FFG 2007 with streamlined rules and fewer components. *Version: en * Rules: en * In-game text: yes*

Conflict simulation with cards, for 2 players, ages 14+

DER HERR DER RINGE DER ROTHORNPASS
Publisher: Heidelberger
Designer: Nate French
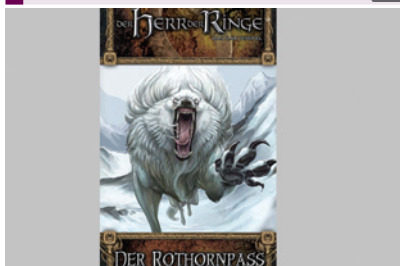
Zwergenbinge Der Rothornpass / Dwarrowdelf The Redhorn Gate is the 1st Adventure Pack = AP for the LCG Der Herr der Ringe Das Kartenspiel / The Lord of the Rings The Card Game, featuring 60 cards, with a difficulty level of 6. Cards come from this AP and the encounter set "Nebelgebirge" of the Khazad-Dum extension. Arwen Undomiel is a new Ally Objective card and must be protected by the starting player; if she leaves the game or if her guardian is eliminated the game is lost. Secrecy is a new keyword and reduces the costs for playing a card from hand in relation to the threat level.
*Version: de * Rules: de en es fr pl * In-game text: yes*

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

DINO-DEAL
Publisher: Kosmos
Designer: Michael Schacht

`7↑`

You collect dinosaur cards with deal cards; in case of competition decisions are made by rolling the die. 24 dinosaur cards show dinosaurs on red, yellow or green background and are stacked face down, each player holds three deal cards. Four dinosaur cards are laid out; then you play a face-down deal card and reveal them at the same time: The color of your card shows which dinosaur(s) you want. In case of competition all involved toll the die: only if you roll a dinosaur you stay in the tie, if you roll a volcano you must also forfeit the tied deal card for the next round. When all cards are distributed you win with most cards. *Version: de * Rules: de * In-game text: no*

Card and dice game for 2-4 players, ages7+

GANOVENBANDE
Publisher: Haba
Designer: Anja Wrede, Christoph Cantzler

`6↑`

46 gangsters roam around Goldstadt and players help to arrest them using the warrant cards. You hold seven gangster cards face down; a warrant card is turned up and all players pick up their cards and count the number of gangsters depicted on their cards showing the feature on the warrant card - beard, scar, money, earring, hat or sunglasses. When you have the total you grab the loot bag as quickly as you can and announce the result; all other players control your result. If it is correct you get another card, if not, all others get a card, When all warrants have been used you win with most gangster cards. *Version: multi * Rules: de en es fr it nl * In-game text: no*

Counting and reaction game for 2-4 players, ages 6+

HALLI GALLI SOMMERSPASS
Publisher: Amigo Spiele
Designer: Haim Shafir

`6↑`

A pretty and colorful fruit salad of bananas, strawberries, plums and lemons is distributed among all players. You turn up the top card of your stack. When you spot five identical fruits around the table, you must hit the bell instantly. The fastest player receives all open discard piles and places all cards under his stack. If you make a mistake, you must give one card to each player. If you are out of cards, you must quit the game. When only two players are left, they play for the two remaining stacks. After that the player with most cards wins the game. Summer edition with waterproof cards and inflatable water ball in a plastic bag. *Version: de * Rules: de en fr it kr nl and others * In-game text: no*

Reaction game for 2-6 players, ages 6 and up

TIEBREAKER
Publisher: Bezier Games
Designer: Ted Alspach

The second biggest problem for players? Ties! You've been playing for hours and then your favorite enemy gamer announces serenely „in case of a tie there are several winners". Absolutely inacceptable! The designer of TieBreaker is of the same opinion and offers an enormous selection of ways to decide ties. Funny, and a self-evident sequel to Start Player! 50 cards and a huge TieBreaker Meeple take care of the problem; ties will never be a problem for you. Of course, the goal is not to achieve victory with a tie breaker; you only want to prevent your favorite enemy gamer from winning.
*Version: en * Rules: en * In-game text: yes*

Satirical card game for 2-99 players, ages 13+

TOP TRUMPS CLASSICS MONSTER DER TIEFSEE
Publisher: Winning Moves

`8↑`

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

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

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

Color codes for features (Bar in Evalution box)
- Chance
- Tactic
- Strategy
- Creativity
- Knowledge
- Memory
- Communication
- Interaction
- Dexterity
- Action

HUGO KASTNER RECOMMENDS

ORBIT

CIRCLING A BLACK HOLE!

Dear readers! Three puzzle in one box: This is the way in this form the deluxe Edition „Die Spiele-Galerie" by Franckh-Kosmos presents „Orbit", a game mechanism by Alex Randolph, which he has used several times in this long career as a game designer. Randolph himself did characterize the basic topic of the game as follows: "In these three games everything seems to be determined by so called "randomness", but "luck" does not have any influence at all. In each round dice (that is, fate) determine a starting situation, and then it is up to each player himself to make something of this starting situation - or leave it be." I would like to comment this: "Orbit", the title-giving game, is without doubt the easiest one to enjoy in a family group, "Harun" already presents a much bigger hurdle for your mental activity and "Corona" can be absolutely classified as brain acrobatics, pure and simple, meant for players with a surplus of adrenaline.

The idea behind Corona, at the time of publication of this collection, already existed for twenty years, and the mechanics of a simultaneous search of all players for an optimum path has been rather successfully re-implemented in Randolph games like "Die verbotene Stadt" or "Rasende Roboter" (Ricochet Robots") in the 1990's.

Should you want to be lured into quick and hart thinking, maybe even in the shape of a solitary therapy, you may set about it, as usual, in the Österreichisches Spielemuseum at Leopoldsdorf. Website: www.spielen.at

Depending on your choice of planetary orbit the usual light of my lamp shows room (spots) for seven or twelve carrier pieces. These carrier pieces need to be equipped in the course of the game with six symbol pieces, according to the random result of rolling some colored and black dice. Fate in the guise of dice roll results must set the initial position, according to the wish of Randolph, the ingenious designer of this mechanism. Now to the differences in the implementa-tions of this basic idea: In "Orbit" you distribute all carrier pieces on the smaller orbit board, in order to be moved later according to the colored dice either in clockwise or counter-clockwise direction (this is decided by the black die), in a given color sequence. This sequence also decides on the number of points (represented by chips) which you can score. The emphasis is on "can", because the main purpose is to capture the correct carrier piece of high value with your own symbol dice. As all players strive simultaneously for this optimization move everything depends on speed and survey. „Harun", with an additional four fixed stars, offers an additional challenge on the twelve-spot board, which anticipates quite a lot of the Randolph classic „Rasende Roboter". In "Harun" aim for as high a score as possible by occupying so called fixed stars (special pieces), named within a minute timed by a sand-timer. The highest offer may - when time is over, show the optimum path - or pay penalty points to the other players.

The crowning highlight of this small collection of games is the complex and incredibly challenging "Corona", where the score is determined according to the concentration of carrier pieces in a spot. When you end on an empty spot you score only one point for a reward, if you reach another carrier piece you score two points and when two carriers are assembled on a spot you score three points, and so on. Again you must find the optimum path within the one minute allocated by the sand timer and to announce the intended score to your fellow thinkers, yes, intended, because rather often this will end in failure. As your fellow players also want the optimum, you must activate your grey cells within seconds or you will be always too late, because no-one circles a Black Hole without a purpose, not even in only a game. ☑

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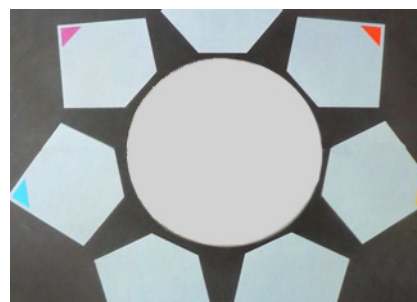Homepage: www.hugo-kastner.at

In reality the element of chance is negligibly small, according to Randolph not present at all - and yet I had to decide on two markers for it. My explanation: Contrary to to other combinatory games, which couple in-depth analysis with a minimum of time, in Orbit & Co everything happens in a flash. One wrong thought, born rather from the intuition of the moment, and a fellow player might be first to find the path around the Black Hole "by chance", without being able to state a rational reason. Some consolation: A weak performance can be explained with bad luck.

Hugos EXPERT TIP
Start with „Orbit" and approach malicious orbits of „Harun" and „Corona" with caution and slowly. It is also very helpful you thing through the 20 Corona puzzles that are included in the small brochure as a solitary puzzles and have a go at optimizing the scores for them. As each mental activity, this special "Randolph" orbiting of carrier pieces demands a hefty amount of training. Have fun!

Hugos FLASHLIGHT
All three game ideas thrive on the lightning-fast thinking of all players. What did the magazine Pöppel-Revue have to say about this elegant mechanism? „Ludophiles love the game mechanics and all treasure the game like a gem, but it has not been played for some time now". The reason for this is easily found: Orbiting the Black Hole is a huge lot of fun and a challenge, too, but you must be able to stand being shown the limitations of your thoughts. Orbit & Co is everything but a given.

PREVIEW:
FREYA'S FOLLY
The Necklace of the Fertility Goddess