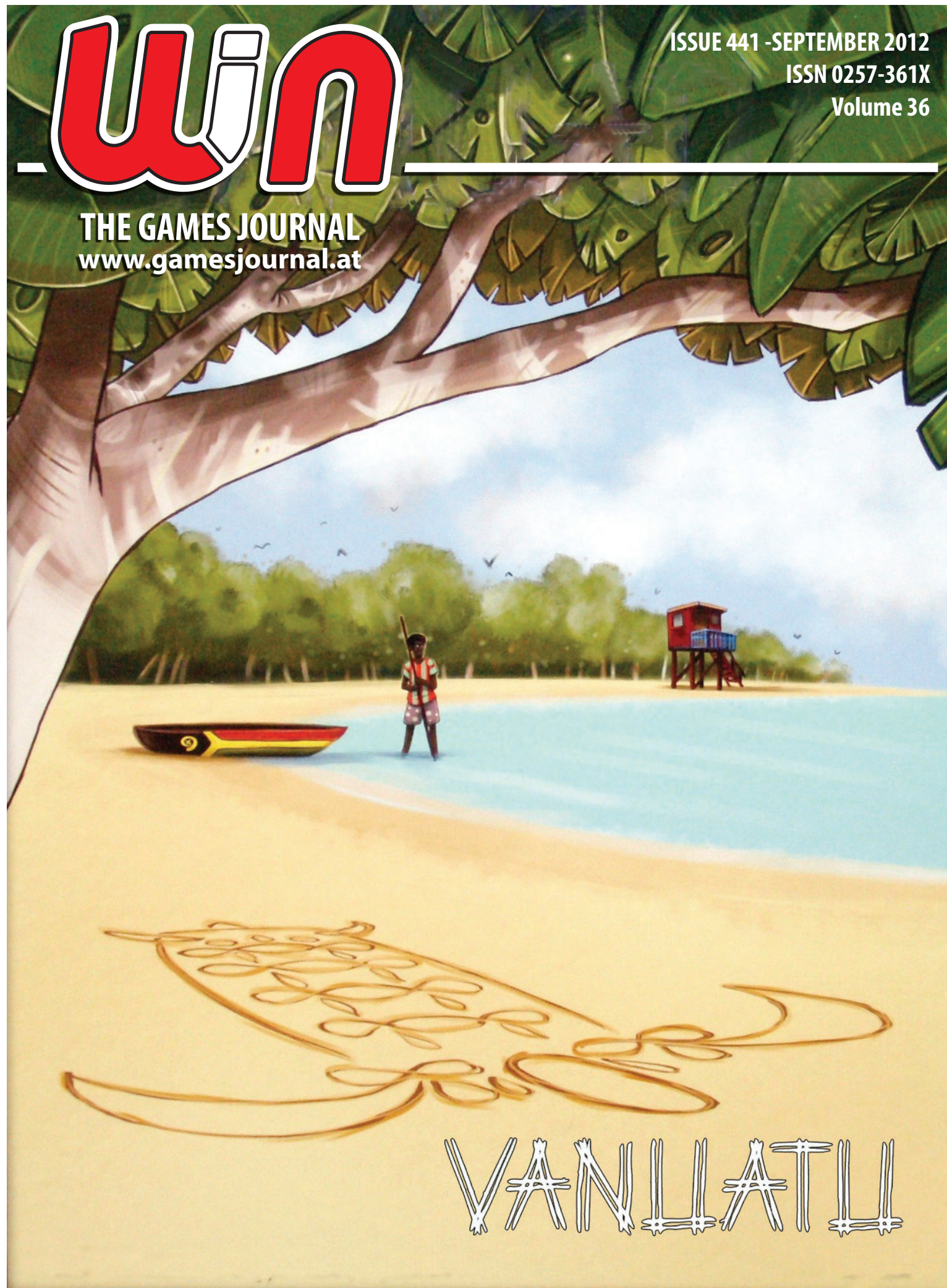


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VANUATU

INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 55 GAMES

BENEATH THE SOUTHERN CROSS

VANUATU

CATCH FISCH, LOOK AFTER TOURISTS

Object of the game is to collect prosperity points, which can be acquired with nine different actions, like for instance making sand drawings or transporting tourists. Those actions, which are only available in limited quantities, must be cleverly planned, as the other players have the chance to block you and your actions by cleverly placing their action markers.

Desperation and irritation on the one hand, from the player who could not resolve one action of all those he had planned; a superior derisive grin on the other hand, from the player who managed to resolve each and every one of the action he had planned. You should agree at the start of the game that hitting, scratching and biting are out of order, because it is a real fight for the nine potential action spots which you can reserve in each round by placing your five action markers. And that happens during all of the eight rounds in the game while play-

ers try to amass most wealth and prosperity. Vanuatu is not a game for touchy or sensitive people and also not for hotheads!

But, what is Vanuatu exactly and what do we have to do to acquire the above-mentioned prosperity? Vanuatu is an island state comprising 83 island east of Australia in the South Pacific, as learned from the introduction to the game rules and by a short check on Wikipedia.

Five of those 83 islands we will discover during the course of the game and land there with our ships. The currency of the island state is 1 Vatu and Vatus are rare in the game and very hard to earn. If you manage to amass 10 Vatus you instantly change them into five prosperity points, because these are the real goal in Vanuatu. If you have collected most prosperity points at the end of the game, you will win the game. In interesting fact: The population of the Vanuatu

Islands communicates in 108 languages.

This factum was the reason that in earlier times the population without a common language has communicated with drawings painted on the sand.

In the game you are awarded three prosperity points for making a sand drawing; if you play with the character tile of Tourist Guide, you get 2 prosperity points for each sand drawing on an island where a tourist has been delivered to.

The economy of Vanuatu consists mainly of fishing, Tourism and agriculture. Those three branches crop up again and again during the game in the actions of Fishing, the action of Transport (of a tourist to an island) and the action of Buying (in which you buy agricultural commodities which are produced on the islands, for instance Beef, Kava and Copra, and load them onto ships).

Players have, as already mentioned nine possible actions at their disposal in order to acquire most prosperity points in eight rounds of the game, using placement of five action markers. Sounds difficult and it is difficult! Because not every player will manage to implement all actions for which he



placed a marker and all actions connected to those actions.

But before we can begin the game we need to set it up:

We start the game with one island (Efaté) – which the rules call an Archipelago tile – and three ocean starter tiles, which are shuffled face down and then turned over and placed next to the starting island. On the middle of the ocean tiles each player places his one ship. In the course of the game 11 more ocean tiles and four more island tiles will be added to the start layout.

In the Tourism Office the first of eight tiles is openly deployed; it shows the number of tourists (0-4), which are waiting in the Office in this round to be taken to one of

Mario Breycha

A game to tear your hair, to trumpet your triumph, depending on what you managed to achieve in actions, but in any case a game to play again and again and again!

the islands. The number of tourist pawns corresponding to the number on the tile is placed on the Tourism Office.

The marker for fish prices is placed on 3; for each sale of fish in a round the value decreases by 1.

All players start with 3 Vatus to their credit in the bank. Should your wealth rise to 10 Vatus, you are immediately reduced to 0 again and your amount of 5 (very valuable) Prosperity Points (PP) rises by 5.

Finally, we shuffle the 10 Ship Order Tiles for the Chamber of Foreign Trade and deploy the first three ones face-up on the Chamber. Now we can start!

Beginning with the starting player, each player chooses one of the 10 available character tiles, which offer certain facilitations or bonus points for some of the available actions to come.

The Navigator allows you a free sailing action. The Builder reduces the price of a Stall to 1 Vatu. The Diver offers a bonus of the same value as the prospected treasure. The Fisherman earns you one PP for each fish you catch. The Vendor allows you to sell without your own stall. The Buyer gives you double the amount of commodities. The Artist awards you five PP for each drawing instead of 3 PP. The Guide earns you 2 PP for each drawing on an island where you transport a tourist to. The Beggar changes up to 3 PP 1:1 into Vatus and the Preacher allows you to implement an action where you do

not have a majority, but only if you do not have a majority anywhere else.

All those character tiles clearly and emphatically facilitate game play and the scarcity of funds is not so all-encumbering. In the advanced game those character tiles are not used.

After players have chosen their character tiles they place, in turn and starting with the starting player, the first two of their action markers on one of the action spaces. Then, in a second turn, again two action markers are placed and in a third turn you place your 5th action marker.

In this phase you need good tactics in order to be moderately sure that you can implement your actions. In a game of three there is not much jostling for some of the action spaces, in a game of four it gets tighter and when five are playing it gets really really hard and it can easily happen that, at the end of the placement phase, you wake up to the fact that you will not be able to implement any action at all.

How does this placement work in detail? Each player can place one, several or all of his action markers on only one of the action spaces. Why should he do this? Well, if he places one marker this does not mean that he will be able to implement the action; because the first to do so is always the starting player or the placer domination the action by having placed the majority of action markers in the respective action space.

After placing the action markers you implement the actions. Again, the starting player begins by choosing an action square in which he has the majority. He removes all his action markers from this space and implements the action. He is only restricted in his selection when other players have placed more action markers than he did on any of the action squares. In case of a tie in action markers the respective action can be done, for instance by Placer Three, only when Player One and Player Two already have implemented their action and removed their action markers. Then the path is clear for Player Three, albeit the action is still available, meaning that there is still fish left to catch or a building site free etc.

Now I will briefly explain those nine actions: Sail: You can move your ship for 1 to 3 spaces on ocean tiles in a turn, at a cost of 1 Vatu per space.

Build: For 3 Vatus you can build one stall on one island on a free building site. Those stalls are necessary to sell fish and to earn Vatus by this. Furthermore, at the end of the



40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

First I must address a subject that has come to the surface again: We are late!

We have again experienced the fact that to publish regularly when working with volunteer contributors comes at a cost: They write because they like to do it and only when they like to do it. Therefore we are independent from advertising, but sometimes our reviewers need a break!

Well, all will be better after Essen, because of course editing and producing the new Games Companion has taken us a lot of time, too!

Our new Games Companion GAME BY GAME is released at SPIEL in Essen and features 648 games by 122 publishers from all over the world. This is a unique publication! And of course also available in German and English! Come and see us at SPIEL in Essen, we are in Hall 9 at Booth 9-14; we look forward to talk to you about the vast amount of new games awaiting us, brand new from the printers! Have fun reading this issue and if you need information, take a look at our games database LUDORIUM at

<http://www.ludorium.at>.

WIN The Games Journal can be read now as an eBook and as Kindle (in German and English) and therefore even easier to read than a PDF file on the respective modern devices. If you like our WIN, please take out a subscription. We have a PayPal account; so payment of € 6 for a 1 Year Subscription is easy and safe, please check

<http://www.gamesjournal.at>

The printed edition of our games Handbook GAME BY GAME is new ready and can be bought from October 17th, 2012. Details on <http://www.gamescompanion.at>



VANUATU is one of the 4 games that are played in the 2012 EuropeMasters!

game you score two prosperity points for each tourist and stall.

Explore: On ocean tiles featuring treasure chest symbols you can salvage treasures of the value printed on the tile; those treasures yield double the amount of prosperity points at the end of the game and can be changed during the game into Vatus at a rate of 1:1.

Fish: Works like the explore action; you receive fish tiles of a value equal to the number printed on the ocean tile.

Sell: With this action you can sell the fish you have acquired by the Fish action. To do so your own ship must be located on an ocean tile next to an island tile on which you have built your own stall. The fish price marker tells you how many Vatus you earn with your fish, maximum 3 Vatus, minimum 1 Vatu. After each sale the fish price decreases by 1.

Buy: With this action you can buy commodities which are deployed on the island and loaded onto the ships on the Chamber of Foreign Trade. Kava (white cube) costs 1 Vatu and earns you one Prosperity Point (PP), Copra (orange cube) costs 2 Vatus and earns you 3 PP and Beef costs 3 Vatus and earns you 5 PP. If you load the last commodity cube onto a ship you earn a bonus of two PP.

Drawing: On each island there are between one and three drawing spots available for sand pictures. With this action you can draw such a picture and earn 3 PP.

Transport: Players can transport between 1 and 4 tourists from the Tourism Office to the islands. For this the ship must be located next to the targeted island and the maximum number of tourists which an island can accommodate (3-5, printed on the

island tile) must not be complete. For each stall already built on this island you receive 1 Vatu.

Rest: For this action you can choose one of four round face-down tiles; you might get to choose the starting player, or 1 Vatu + 1 PP, or 1 Vatu or 1 PP.

In this way you collect Prosperity Points over the course of eight rounds by building stalls, salvaging treasures and drawing sand pictures etc. At the end of round Eight a final scoring is done:

You now add up the treasure tiles for two PP per treasure, add one 1 Vatu per fish to the bank and 1 PP for each Vatu in the bank to your score, and add also 2 PP for each of your own stalls and for each tourist on an island to your score. The number of stalls is the tiebreaker, if necessary.

My conclusion: Board and other Graphics are very nice; the squares for choosing actions could be a bit bigger, so that you can see which action square you are dealing with, even if lots of action markers are in this square (maybe we will see this implemented in a Vanuatu Version 1.1, who knows?)

Vanuatu recommends itself due to its placement mechanism, which can also result in disappointment if you do not manage to implement actions. As you always need to react to what the other players do, it is very hard to adhere to a continuous strategy over eight rounds. There are many ways to win the game: It is basically very good to build stalls on several islands to get lots of PP for tourists at the end of the game, but you can also collect many PP by success-

fully trading commodities and if you manage to collect a nice amount of treasure tiles this can also mean victory. It is this choice of options which make Vanuatu a game that you want to play again and again for the fun it guarantees. ☑

Mario Breycha

INFORMATION

Designer: Alain Epron

Artist: Cédric le Bihan

Price: ca. 40 Euro

Publisher: Krok Nik Douil 2011

www.kroknikdouil.fr

PLAYERS:
3-5

AGE:
12+

TIME:
90+

EVALUATION

Worker placement

With friends

Version: de

Rules: de en fr jp

In-game text: no

Comments:

Beautiful components * Flair of Southern islands well-caught * Several possible winning strategies * High replay value

Compares to:

Worker placement with weighting of worker numbers in a location

Other editions:

Asterion Press, Italy, Coffee House Games



My rating:



SAINTS AND GUARDIAN ANGELS

RAGAMI**CONFLICT RESOLUTION ON THE STREETS**

Mythical beings who protect humans and help them when they have problems - with in our culture we know them by the name of Guardian Angels; Ragami is another name for them. As players we assume the guise of such a Ragami and wander through the streets of the metropolis, represented by the game board. We encounter numerous conflicts which we try to resolve or at least try to assist in resolving them. But we are not alone with this quest, in addition to other Ragamis there are Saints and Demons on the prowl and interfere in conflicts. With our help given to resolve conflicts we win virtue points, and - very humanely - try to accumulate most of them and thus win the game.

Let's take a look at the metropolis first: The game board shows part of a city with roads and housing blocks, overlaid by a grid of clearly marked and numbered squares - those are the locations where conflicts hap-

Dagmar de Cassan

If the topic of the game appeals to you and you do not mind an intense look at the rules you are rewarded with a well-working, rather static game in which planning has a slight advantage over chance and in which you recognize additional option with every play.

pen. All characters in the game - Ragamis, Saints and Demons move over those locations around the metropolis. Ragamis can also move along housing blocks, there are several conflict areas adjacent to each housing block. The bottom fringe of the game board features storage areas, areas for the action dice and a track on which we mark the conflicts we did resolve and the virtue points we have accumulated.

First of all, we need to get some conflicts onto the board which we can then set out to resolve - therefore one player rolls the six black conflict dice and draws one location marker for each dice; both die and location marker are placed into the corresponding conflict area. Then the next player draws four additional location markers and places them, together with a Demon, into the corresponding conflict areas. Then you determine a starting player and each player chooses his color.

As basic equipment for our actions we are dealt three action cards; we choose one of them and discard the remaining two cards.

This is already one of the deciding points in the game, because at that point you should really hand around the rules to enable each player to closely study the abilities of all the cards before deciding on one - but which is not really helpful, because I do not know yet, what will be the use of moving two Saints or of moving Demons or of rolling the power dice twice, and so on. Well, we have managed to decide on a card and now place - starting not surprisingly with the starting player - our Saints onto a conflict area and then - now beginning with the second player in playing order - our Virtue die any housing block, showing value one and there can be more than one Virtue die on a housing block. The third player in playing order now begins with placing his Ragami onto a housing block, there can only be one Ragami in a block. The fourth player is given the task to roll the action dice. He puts each die on one of the action areas; should the result of the roll have yielded one or several red One results, he places one Demon on any conflict area of his choice for each of those red One results. (The rule refers to road sections or road squares sometimes, but you always use the numbered conflict areas). Then the player turns the conflict die to any value but a red One and places it in an action area.

This finishes our preparations for the game and we can now concentrate on the game play. In playing order we always have one turn, until we pass. In a turn you can do an action using one of the action dice and then play as many action cards as you can and want to play. The order of these options is your choice, you can play action cards before and/or after the action of the action dice, but you also can do only one of the options. When all players have passed, the round ends.

The action dice on the action areas tell you, how often this action is available in this round of the game. When you decide on a die, you then decide on one of the actions that are offered in the area where the die is located and reduce the value of the die by 1. Actions are:

In the first area: Move a Saint or move/place a Demon OR move a Ragami. In the next are you can draw cards OR move a Ragami and in the third action area you can resolve a conflict OR move a Ragami.

GAMES BUYER INFORMATION SYSTEM - GABIS**STRUCTURE**

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

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

USER GROUP

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

Children:

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

Families:

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

Friends:

Young people and adults play together as equals

Experts:

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

Please note for the user groups **Children**, **Family** and **Friends**: Children who love to play can be ahead of their peers! Please note that our target group "families" does not imply the classical concept of „family games"! Furthermore, our user groups can overlap. The choice of suitable games always depends on your playing partners and your fun with games!

Games that are especially eligible for **Solo** play or for **2 players** or **Large groups** of players are marked with an icon.

FEATURES

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

Empty boxes: This feature is neglectable or not present

One colored box: This feature is present, but not essential

Two colored boxes: This feature is present and important in the game

Three colored boxes: This feature is dominant and essential

Chance:

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

Tactics:

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

Strategy:

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

Creativity:

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

Knowledge:

Cultural and educational knowledge, long-term memory

Memory:

Remember, learn by heart, short-time memory

Communication:

Talk to each other, negotiate, inform

Interaction:

Influencing each other, bluffing, auction

Dexterity:

Motor skills

Action:

Body movement, balance and reaction

ADDITIONAL INFORMATION

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

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

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

For the movement of a Ragami there are stringent rules: You can only move your own Ragami, up to a maximum of four steps. You cannot move your Ragami onto the square with your own Saint but you can move the Ragami through such a square; a Ragami also cannot pass through or enter an area with an unresolved conflict and he can move from one housing block to the next without entering the road. Should a Ragami end its move on a square which holds only Demons, those Demons are removed from the game and the Ragami earns one VP per Demon. When the Ragami ends his move on a housing block with a virtue die, the value of the die rises by 1.

If you want to move a Saint - also one that is not your own - you can only do so over road squares and also only for a maximum of four steps. A Saint cannot end his move on a spot with the Ragami of the same color and cannot go back to the square where he started the move. When a Saint is moved to a conflict area the player who moved the Saint and NOT the owner of the saint, gets a white cube! When you did move a Saint, you must then either move a Demon or enter a new Demon on the board. A Demon only uses road squares, again up to four steps in any direction and not back to where he started. There is no restriction to the number of Saints and Demons on the same spot. When you use the action Draw cards, you cannot use the card in this action, and there is a card limit of three cards for

your hand.

When we have used all those actions to reach an unresolved conflict and have arrived with our Ragami on an area holding a black conflict die, we can now try to resolve the conflict. To do so we must spend at least the number of power points equal to the sum of demons present in the area plus the number of pips showing on the conflict die. Those power points are acquired from different sources: Each white cube you own is worth one power point - you can swap action cards for power cubes - each Saint present in the conflict area contributes a power point without spending a white cube and his owner scores one Virtue point when the conflict is resolved - you use your own Virtue die in an adjacent housing block up to the maximum number of visible pips - a second Ragami in the conflict area contributes two power points and is rewarded afterwards with two white cubes - or you can use the power die, but this stops and additional use of cards or Virtue die.

For solving the conflict you score the value of the conflict die in the shape as Virtue points and also mark one more conflict on the Resolved-Conflicts track. The conflict die is set aside; white cubes and cards are discarded.

Let me summarize here once again how you acquire white cubes: You take Saints to conflicts (+1 cube), you help another Ragami in solving a conflict (+2 cubes) or use action

cards to trade them.

Virtue points are acquired by trading white cubes for Virtue points or at the end of a move on an area holding only Demons or from resolving conflicts or from your Saint present at conflict resolving or from the Virtue die or at the end of the game for most or second most resolved conflicts.

When all players have passed, the next round is prepared:

- Unresolved conflicts are enhanced by one point, as are the values of all Virtue dice in housing blocks; they get one addition point for each Ragami in adjacent Housing Block or road
- Conflict dice not on the board are rolled and placed with a location marker drawn for each of them
- Values of Virtue dice can be exchanged for Virtue points, 3:1, or you can relocate the die to another housing block, which also changes the die value to 1.
- All action dice are rolled and placed again.

When after a move a player has acquired a total of 30 Virtue points or all location markers for the conflicts have been used, the game ends. The Ragami, who was involved in resolving the majority of conflicts, is awarded 7 additional Virtue points, and 4 Virtue points are awarded to the Ragami with the second most resolved conflicts.

If you are still with me, you will be happy to learn that Ragami, like 7 Wonders, is one of



those games that explain themselves within a few minutes when playing them, but are difficult to explain verbally, because in order to explain one thing you need a term which you should explain first... When you have overcome this obstacle, Ragami offers you an attractive game with a positive and unusual topic, which all the same is not essential for the mechanism. The interaction between Saints and Ragamis is not self-evident, but all other mechanisms in the game are very direct: >Go to the conflict, collect as much support as you need and resolve the conflict. This is repeated again and again in a rather static and steady race for Virtue points, without any great fluctuations. In the interplay between rolling of conflict dice and action dice and the planning by players and their directed use of cards planning has the advantage, albeit by a narrow margin. You can risk to involve other players in solving conflicts and then getting rewards as long as you manage to resolve a majority of conflicts, which in turn earns you an additional seven Virtue points. At least, that's what you believe in your first games; later you will discover that there are some hidden strategies that you can use to thwart your opponents and earn the Virtue points all on your own. ☑

Dagmar de Cassan

INFORMATION

Designer: Gil d'Orey

Artist: Gil d'Orey

Price: ca. 35 Euro

Publisher: Mesaboardgames 2012

www.mesaboardgames.com

PLAYERS:

2-4

AGE:

10+

TIME:

90+

EVALUATION

Placement game with dice
With friends
Version: multi
Rules: de en es pt
In-game text: no

Comments:

Rather dark, stark graphics despite angel topic * Some gaming experience useful for mastering the rules * Learning by doing works best

Compares to:

First game with this topic and combination of mechanism, in general a worker placement game

Other editions:

Currently none



My rating:



THEFT DOES NOT PAY - OR DOES IT?

INFILTRATION

EXPLORE ROOMS AND COLLECT VICTORY POINTS

From 2009 at the latest Donald X. Vaccarino is renowned as a game designer in the community. Due to "Spiel des Jahres 2009" for Dominion, which was his first published game, he was known to everybody. His innovative game mechanism of Deck Building has meanwhile been picked up for many other games. His second game, Nefarious, was also widely acclaimed and has collected a big fan community. This year, Donald X. Vaccarino, again managed to win "Spiel des Jahres" with his game Kingdom Builder. So, not surprisingly, expectations were running high with me as regards to his latest game - Infiltration.

Infiltration is set into the Android Universe of Fantasy Flight Games. Players are thieves, yes, thieves, called Operators, who infiltrate a building together (for all specialists for English among us: We are confronted with corporate larceny) in order to steal secret information in the guise of data files. This infiltration does not go unnoticed. Several alarms are set off and the security forces are approaching fast; you can imagine that they will arrive soon.

Despite players being united in a joint criminal purpose Infiltration is not a cooperative game. Each player competes with all other players in order to steal as many of the coveted data files as possible and to score a victory of most points! But take care! What good is the best theft to a burglar when you cannot get your haul and yourself out of danger and away to safety afterward! Primarily, this is the allure of the game: On the one hand, to infiltrate the building as far as you can get to collect the possible maximum of data files, and on the other hand keep an eye on the necessity to flee the building on time. Each player, who, at the end of the game, could not leave and is trapped in the building, is automatically apprehended by security and has lost automatically.

Infiltration does not need a board. The building is assembled by laying out cards, with each card representing one room. You place these cards to form two floors of a building, each floor has its own set of cards. There are 15 cards available for each floor, but only six cards out of those 15 are used for a game, so that in each game - similar to Nefarious due to the special rules cards - very different situations can present themselves to the players. In addition to the two levels the building has one secret room.

Each room is designed individually, and usually there are data files available from storage in a room; each room is characterized by its features from six different categories, which are defined by the event they trigger: The feature "Enter" means that it is triggered when you enter the room and has an effect on the player who entered. "Reveal" is triggered by turning up the card. "Interface" describes the individual effects of the room, which can be used with the "Interface Action". "Tech Lock" is triggered when you break into the secret cache holding additional data files. "Advance" and "Retreat" can be found only on a few cards and can be used solely and exclusively to enter or leave the secret room.

The features of Interface and Tech Lock are connected to tokens - Interface tokens are

Bernhard Czermak

Despite being similar to Nefarious in the flow of the game, Infiltration has a much higher chance element which is, besides the actions of the players, a deciding factor in the game. Not a game for strategists, but entertaining and with a big fun factor!

purple, Tech lock tokens are red. As soon as the respective token has been removed, you cannot use that feature of the room any longer. There is another kind of token in the game, the Lab Worker Token. This token works similar to the Tech Lock token, it releases additional data files, but is never connected to a feature of a room. Lab Worker tokens are yellow - is this meant to be an allusion to cheap work forces from China? When all is said and done, they are the ones who are still at work in the building in the small hours. At long last we arrive at the tokens which are the purpose of the game: Data file tokens, abbreviated to DF tokens. They are kept face-down throughout the game and can yield a value of 1, 2 or 3. The ratio of those values is very unbalanced: There are 58 DF tokens of value 1, but only 18 DF tokens of value 3.

Before we can start the game we have to set up the building: On the first floor you have the entrance hall (the leftmost card) and, as the rightmost card, the room which lets you access the second floor. The first and second floors together are shaped like the tip of an arrow. Between entrance hall and the last room of the second floor you place the

secret room. All rooms but the first one are placed face-down. Depending on the information on the card for the first room the room is equipped with the relevant tokens. Now players enter the building through the entrance hall. Each player can choose his own character, which does not have any special abilities, all characters are equal in this regard. A character is represented by a card, which a player puts in front of himself, and a cardboard marker, which a player moves from room to room in the building. The character card has two sides: one "healthy" side and one "wounded" side. All players start with the "healthy side" showing. When a player is wounded, this has effects on his ability to move in the building: After a movement action (forward or backwards) you cannot play a movement action again in the next round.

In addition to the player characters up to five Non Player Characters = NPCs can be in the game. Which of those characters are really in play is revealed in the course of the game when revealing rooms. For each NPC there is a special room, the reveal feature of this room introduces the NPC to the game. All NPCs have negative effects on the players.

The passing of time and the approaching of security forces are simulated by a so called Security Tracker. This Security Tracker features two indicators, one for Alarm Level and one for Proximity Level. The Alarm Level has a range of 1 to 8, at the start of the game is set to Zero and changes due to Item cards (see later), rooms or NPCs. This Alarm Level in turn influences the value of the Proximity Level, which is an indicator

for the approach of the security forces. The value is also Zero at the start of the game and as soon as this value reaches or tops 99, the game ends. Normally in regular play the Proximity Level is raised in a phase of the game by rolling dice.

Each player determines events in the game by his choice of actions: For those choices each player holds four action cards: One Advance card, one Retreat card, one Interface card and one Download card. As an alternative you can use an Extract card instead of the Download card, this is a version that is already included in the game and said to be a bit more strategic than the basic version of the game. You agree in the preparation phase of the game which set of cards you all want to use.

In addition to the four action cards each player is dealt four more cards from the stack of Item cards at the start of the game, so that each operator now has eight cards in hand.

Those Item cards expand the range of possible actions for a player. So, for instance, you can remove a Lab Worker Token or a Tech Lock Token by using one of the items cards, which makes additional DF Tokens appear in the room. There are also Item cards which expand the movement range of a player or destroy NPCs. Item cards can be used only once and are either discarded after use, removed from the game or remain in the room where they were used. With the exception of effects from room features a player does not get any more Item cards during the game! Three special Item cards, one of them is available four times, are set aside at

the start of the game. They are only available in certain rooms and their effects are, for instance, to enable you to flee the building or to earn 10 additional DF points at the end of the game.

Now the first round begins. You always play clockwise, the starting player of the round is given the Security tracker and hands it on to his left neighbor at the end of the round. Each round has a uniform structure of four phases per round, until the Proximity Level reaches 99. In each round each player plays exactly one of his cards in hand, either one of the four action cards or one of his Item cards. The action card is taken back in hand at the end of the round, the Item card is discarded. In the first phase, the Selection Phase, each player chooses a card and lays it out face-down

In the following Resolution Phase the selected cards are played. The starting player begins with revealing and resolving his card, then the player to his left does the same, and so on.

With the action card Advance a player moves one room ahead. Should the room still be concealed, the room card is turned over, an eventually featured Reveal is resolved immediately and the room is equipped with the tokens listed on the card: Interface Tokens, Tech Lock Tokens and Lab Worker Tokens each have their own storage space. Then the player enters the room and implements the Enter feature of the room, provided there is one. The action Retreat is resolved in the same ways, the player moves one room back instead of forward. When a player is wounded, he must lay down his marker to mark the fact that he is now "de-





played", that is, he cannot choose Advance or Retreat actions in the next Selection Phase. But he could move on all the same by using a corresponding Item card.

When the Retreat Action is played in the entrance hall, the operator leaves the building. He is then out of the game and only comes back into it when the final scoring happens. This is also the case when you leave the building due to a room feature or due to an Item card.

When a player has chosen the Interface card, he uses the Interface feature of the room, provided there is an Interface token left. According to the feature description the token is either removed after resolving the feature or remains in place for further use.

With the Download card a player receives DF tokens present in the room. If he is the first player in such a room to use the Download feature he is given two of the DF tokens there, each additional player in the room gets only one token, but of course only if there are still DF tokens left. The alternate Extract card works differently for distributing the DF tokens: In relation to the number of players who did play the Extract card for this room you can help yourself to DF tokens: One player only may take up to four DF tokens, two players can take two tokens each, and three or more players get only one token.

Item cards are resolved according to their text and then discarded, the text of the card also tells you what happens to the card itself after resolving it.

Now the NPC Phase is resolved. Each NPC behaves individually. The text on the re-

spective NPC card is implemented. All NPC but one march towards the building exit and either damage players, destroy something or trigger alarm. Most NPCs wound operators present in the same room.

In the last phase of the round, the Security Phase, the starting player of the round rolls a six-sided dice and the result determines, how much the security forces have advanced. The dice result is added to the Alarm Level, the result is added to the current Proximity Level and the Proximity Level marker is adjusted accordingly. If it reaches or tops 99, the game ends instantly. If you did not manage to be out of the building at that point, you have lost automatically. All other players add the points on the DF tokens they collected. The player with the highest total wins the game.

There is something that I must mention immediately: Infiltration is not a game for strategists. The possibilities and option to plan are very restricted in this game. You can plan the use of your hand cards, for instance. Here you should take card in any case to coordinate your actions with the order of play, because this sequence plays a very important part in the implementation of actions. Something else that is important is your assessment of your opponents. On top of this you should formulate a plan for your path through the building, always in relation to a possible quick escape. Despite all this, chance can wreak havoc to the best of your plans, because the rest of the game is governed by chance.

To target certain rooms does not work at all, because at the start of the game you do not know which rooms are in the game. In con-

sequence of this you are faced with the uncertainty of not knowing whether there will be rooms which offer a quick escape route or if you will have to find your way back to the entrance.

The same goes for the Room of Healing: It can be in the game, but not necessarily. Your Item cards you know from the start, but which one from the total of 35 you will get, is purely a matter of chance. Imponderability is the number of rounds remaining in the game as there is the roll of die in the Security Phase on one hand and on the other hand you can uncover rooms or NPCs which can raise the Proximity Level rather fast. And finally, the chance factor of the DF Tokens themselves, as it is not their number, but their added values which decide who wins the game.

Therefore, Infiltration should be played in good humor and with a grain of salt: Just storm the building, collect what you can grab, take to your heels and have fun with finding out what consequences your own actions result in. When you adjust your expectations to this level, you will be playing a witty, entertaining game, which can be lots of fun with a group of friends.. ☒

Bernhard Czermak

INFORMATION

Designer: Donald X. Vaccarino

Artist: Michael Silsby

Price: ca. 30 Euro

Publisher: Fantasy Flight Games 12

www.hds-fantasy.de

PLAYERS:

2-6

AGE:

14+

TIME:

45+

EVALUATION

Movement and collecting game

With friends

Version: en

Rules: en

In-game text: yes

Comments:

Futuristic design, cute topic * High fun factor, little planning * Simple rules * Short playing time * Lots of interaction

Compares to:

Nefarious

Other editions:

Currently none



My rating:

PEAK OF THE ROMAN EMPIRE

TRAJAN**SENATORS, MILITARY AND SHIPS**

In 110 AD the Roman Empire is at his height under Trajan and the Patricians try to gain more power.

The "black" box of TRAJAN is not so inviting with its "dark" fashion, but as usually it is not the box that makes a good game (even if it can make it more "appealing"!), let's go on and have a look at the components, as there is a lot to handle.

The board again is not so ... appealing (but after QUEBEC you may expect more and more of this kind of "special" works); hopefully after the first game or two you understand the artist's idea and you feel that in effect it is not so bad: in the foreground you have a picture of the Senatus Romanus; then if you ideally walk a little to the background you find the Trajan's Triumph Arc; a few extra steps and you may enter the Forum Romanum; if you keep walking downhill you enter Roma (Urbis Aeterna) and her busy streets where the artisans work hard to produce goods; rent a coach and you may travel as far as to Ostia's Port where you find three big ships ready to load and leave for commerce in far Countries; behind Roma, in the background, there is a small strip of green land that represent Italy's territory and you will surely need a horse to travel

until the Padus plain, where a military camp wait for you and your soldiers. Finally the picture shows the North of Italy, the Alps, and other nine Great Provinces of Europe conquered by the Romans, from Raetia and Noricum (more or less where Dagmar and Ferdinand's Austrian museum (Austrian Games Museum) is located today) to Gallia and Britannia.

Each player takes a personal board that will be used to plan his Actions and to host the different tiles that he will gain during play. The heart of the action process is represented by a roundel printed on the personal board, with six "plates" (numbered from "I" to "VI") that you will randomly fill with 12 colored pawns (2 pawns per plate): this roundel immediately remind us the African game MANCALA (also named AWELE, or WARI, etc.) and in effect the system is the same. You pick up the pawns from one plate and you distribute them one by one (clockwise) in the following plates. The position of the last placed pawn determines the ACTION that you will do (as we will see).

You take one Leader, 15 workers/soldiers and two discs: then you place the Leader and 1 soldier in the Camp, 1 worker in Roma, one disc in the Senatus and the other one

on the Victory Point (VP) track. Keep everything else in your reserve.

The triumph Arc must be filled with 54 TRAJAN tiles (in six piles, one per "type" of tile); the Forum will get 3 "yellow" ACTION tiles and up to 12 "green" ACTION tiles (the exact number depends on the numbers of players that may vary from 2 to 4); three SHIPS will be placed at the Port; 20 WORKSHOP tiles in Roma; and other 10 ACTION tiles in the Provinces (one per province). The number of players also determines which "time track" will be use (there are 3 tracks, for 2, 3 and 4 players) and a TIME marker is placed on its starting case. Finally a deck with 12 people's REQUESTS (round markers with icons) is placed near the time track.

Before starting every player will receive ONE BONUS tile (from a set of 12) and THREE GOODS CARDS from a deck of 60 (12 different goods reproduced 5 times each). The remaining cards are placed in a deck near the board with two cards face up on its side. Two extra BONUS tiles are randomly placed in the Senatus and will be the "prize" for the best Senators.

You decide who will go first and this player, followed by the others, should select 3 TRAJAN tiles from the arc (max one per type) and place them on the roundel on his personal board. Each tile offers some VP and/or special actions and can be activated if, during the roundel phase, you place the "last" pawn in the plate just in face of a tile and you have inside this plate the two colored pawns printed on the tile (each tile of each type has a different combination of colors). Sound complicated? No, it easier to play then to explain it, but it is true that you should plan in advance how to move your pawns in order to be able to bring the right colors to the right plate at the right moment!!!! (Remember: when you distribute your pawns you must place ONLY ONE of them per plate). For example, if you want to use 3 pawns that are in the ARC plate you put the first one in the Roma (workers), the second in the Port (ships) and the third in the Forum: then you will perform the FORUM action. You cannot stop at the Port or in Roma and perform their actions.

OK, so now everything is in place and we may start the game. The first player takes the pawns from one plate and clearly tells their number to the other players: the TIME marked is immediately moved clockwise the same number of cases. Then the player "seeds" his pawns (one per plate) and performs the selected action (where the last pawn is placed):

- FORUM: the player takes ONE ACTION tile (yellow or green) from the available ones



and put it on his board. Those tiles may give you extra bonus to proceed faster on the Senatus track, repeat an action twice, use the tile as a joker, etc.

- **MILITARY:** the player may move his Leader from the camp (or the Province where he previously moved) to a Province and pick up the action tile standing there, if still available; or he may move ONE Soldier from the Camp to the Province where his Leader stands (marking the related number of VP); or he may move ONE workers from his reserve to the Camp (he becomes a Soldier)
- **TRAJAN ARC:** the player may select ONE of the visible special tiles and put it on his board (near to one of his "plates"). Then you move a special "wooden" Arc from plate "I" (where it was placed at the start of the game) to the first free plate. If all plates are

Pietro Cremona

A pure optimization game if I ever saw one, you should never lose sight of any aspects of the game at any time! A real challenge for experts!

already filled you place the arc in the middle of the roundel and you cannot select this Action gain until you free one space with tile activation.

- **SENATUS:** the player advances his disc one case and marks the indicated number of VP.
- **ROMA:** the player may take a worker from the workers Recruit Base and place it in one of the 20 workshops, taking the tile and putting it in his board; or he may take a new worker from the reserve placing it in the Recruit Base. The first placement is free: thereafter you must place a new worker adjacent to an existing one of your color. (Those workshop tiles are very interesting if you collect 3 or 4 of identical one: at the game's end you will get, respectively, 10 or 20 VP extra).
- **PORT:** here you may pick up 2 goods cards from the deck or from the discard; or you may play 1 or 2 cards from your hand (they will give you VP at the game's end if you have the right BONUS tiles); or you may load the ships (discarding one of the cards combinations depicted on the ships) and gain extra VP (example: you get 20 VP for 4 identical goods, 10 VP for a two couples, etc.).

Play goes on in this way until the Time marker reaches again the starting position: a PEOPLE REQUEST disc (bread, games, religion) is then taken from the deck and showed to all: player know that they must have an action tile with the same icon in order to fulfill the request or ... lose VP. When the Time marker reach the starting position for the second time you turn up a second request and a third one after the following turn. When the Time marker reaches the starting position for the fourth time play

stops for a while as a "season" is completed. Players must then discard the right green tile for each request or lose 4-9-15 points unless you already owns some Arc special tiles that will allow you to "save" some VP. Example: if you got 2 bread and 1 religion requests you must discard 2 bread tiles and 1 religion: or use 1 TRAJAN "permanent" bread tile and discard 1 bread tile and 1 religion, etc. Please note that you may use only ONE Trajan tile per type.

Then the Senatus is checked: the most advanced player on this track will select one of the two available BONUS tiles, while the second player will take the remaining one (but overturned, to show a less effective bonus).

All the remaining action tiles are eliminated and a new series is placed on the Forum; empty Provinces also receive new action tiles and the game resumes as before. At the end of the fourth season the game stops and the player with most VP is the winner.

I do not wish to bother you describing all kind of tiles, but I think that it will be enough to say that each one has a specific task:

- Action tiles are used to satisfy the People's requests and to double some actions, when you perform them
- Special Tiles may give you extra workers or soldiers, permanent defense against the People's request, bonus VP, extra cards, etc.
- Workshop tiles will give you some VP immediately and some extra VP if you collect enough of them at the game's end (10 VP for three tiles of the same type or 20 VP with four tiles)

The game runs very well and after a few turns you perfectly understand all the mechanics: then you need to learn how to perfectly use the Roundel/Mancala system. There are special tiles that may grant you 9 VP if you get them; so you need to go to the ARC plate in order to select the special tile that you want, but to do that you have prepare the right number of pawns the right "plate" (i.e. the one where the number of pawns that will grant that the last one will be placed in the Arc).

If you collect THREE identical green tile you will get 10 VP extra at the game's end (20 with all four identical tiles, a situation that may happens even if it is very very difficult) so you need to pay some visits to the workshops in Roma; to do this you need again to select a plate with the right number of pawns. With only TWO identical tiles you may still try to win the extra VP but you must pick up a joker tile.

Moving in the Provinces to conquer them is a good way to make a lot of VP, but you need

to accurately prepare your invasion recruiting soldiers in the Camp, moving the Leader and sending your soldiers, one after the other, to the Provinces (the more they are far from the camp, the more VP they grant); to do that you need to perform many times the MILITARY action, etc.

You surely understand where the HEART of the game is: programming your play is not enough as you have also to "prepare" your pawns inside the roundel, and this will take time and a good vision of the game. Despite that do not try to spend all your time programming the roundel: you will surely lose the game! The first "target" (especially in seasons 1 and 2) is always acquiring something in the field (VP point in the senate, cards to load the ships, new workers, etc.) keeping always an eye to the opportunities in the roundel.

After turn 3 you should already have some interesting TRAJAN tiles in your board (those that will grant 9 VP each, if activated), so now it is time to try to get them with the right pawns combinations and acquire precious VP at the last minute that may grant you the victory in this very interesting game by Stefan Feld. . ☑

Pietro Cremona

INFORMATION

Designer: Stefan Feld

Artist: Jo Hartwig

Price: ca. 43 Euro

Publisher: Ammonit Spiele 2011

www.huchandfriends.de

PLAYERS:

2-4

AGE:

12+

TIME:

150+

EVALUATION

Optimization game

For experts

Version: en

Rules: de en fr it

In-game text: no

Comments:

Very individual graphics * Lots of components * Easy mechanisms with very challenging implementation * Winner IGA 2012

Compares to:

Macao and other games using a rondel mechanism

Other editions:

Asterion Press, Gigamic



My rating:



ROADS, HOUSES, MARKETS

MILESTONES

BETWEEN TRADING HOUSE AND CASTLE

Us players - always and again and again on the quest for something new! I also always try to explain to my wife how grateful she should be that I am only interested in new games instead of But that is another story.

So - when a company like Eggertspiele has made a big splash with Village as „Kenner-spiel“, one is of course especially curious about what is going to be the follow-up, and the more so when the company is nearly foolproof on the subject of interesting games. This is supported by a duo of

Rudolf Ammer

My anticipation has been confirmed, Milestones is a mile stone among the new autumn releases of 2012, and the game plays smoothly and is easily accessed due to the marvelous graphics.

designers - Ralf zur Linde, designer of Finca among others, and Stefan Dorra, designer of Linie 1 and Marracash and many more - that has shown what it can do before! Let's see, if their game Milestones will be one of the cornerstones in the range of 2012 games.

What is it all about? You build roads, houses or market places and thereby try to collect victory points with the help of bonus tiles and delivery of flour to the markets. What a surprise! This is not really dernier cri und if you are just starting to say "not again, please" you should wait a moment, set aside your prejudices and wait to be convinced that the two designers have come up with a few nice gags promising an entertaining game.

The board - empty at the start of the game - shows a score track and is covered by a grid of triangles. In the top left-hand corner you can find a lonely market place; this is the starting point for accessing the landscape with roads. The corners of the triangles are marked with numbers from 1 to 5 which are important for scoring points during the game. 15 bonus tiles are now distributed face-down on the marked spaces in the grid; their random distribution makes each game a bit different. Those tiles show different workers and I will get back to them later.

Each player is given his own action board which shows his possibilities of actions dur-

ing his turn. To build roads, houses or markets or delivering commodities like stone, sand, wood, grain, and coins you can use specialized workers, each of those is responsible for one of those commodities. These workers are depicted in pairs on the worker tiles. Throughout the game there is always an open display of five such tiles, which is immediately replenished from the stack (there are 35 tiles all in all). At the start of the game this display is extended by a number of tiles in relation to the number of players, enabling each player to choose two tiles with a total of four workers for his starting equipment. Finally, you receive one coin per head, unfortunately per players' heads, not workers' heads. The player to the right of the starting players starts the selection, which is continued clockwise to the starting player, who has the least choice, which is meant to balance the advantage of starting the game. Each worker is marked with a number, and you should try to arrange them in ascending order, because this is rewarded with an extra coin at the trading house.

Your action board:

The board shows eight areas. Four on top offer room for a maximum of eight workers, and four at the bottom feature different houses with different options:

The Trading House: It rewards, as already mentioned, an arrangement of workers in ascending order with a coin and offers the option to hire additional workers for 2 coins per tile. You also have unlimited trading opportunities, two coins for one commodity or two commodities for one coin.

The Board of Works: This is the place to use the commodities you collected and garner victory points. You use stone and sand to build a road, wood and stone to build a house and wood and sand to build a market. If you build a road, you place 2 pieces of track on the grid lines (à la Trans America) and earn the number on the corner point between the two track pieces that you just placed as victory points. This number is then covered by a milestone. It is evident that you can only continue a road at one of its ends; you can only branch off from an existing market. If you build a house, you place it into a triangle bordered by at least one road (somewhat logical!) and you score the visible numbers at the corners of this triangle. Therefore you will have to consider carefully

where you accrue a high score. A market place can only be set up if you can place it at the end of a road or between track pieces with a still visible number and you score this number for building the market.

All building is unlimited, as long as you can provide the necessary commodities for each build. When a bonus tile sits in the triangle, where you have just covered a corner with a milestone or a market place or where you have placed a house, you take the tile and place it with a corresponding worker on your board. It earns you one additional victory point if you use this worker, but you cannot take such a bonus tile if you do not have a corresponding worker on your board. The first victory point is scored when picking up the tile.

The Mill: Here you can earn one coin and a flour bag tile for two grain cubes and place the flour bag on a free market place and score the points on 2 of the numbers still visible in the six corners around the market place; of course, you will choose the highest total.

The Castle: This is the spot where each player has to stop his journey around the board. Should you hold more than three commodities in total (including coins) you must discard the surplus.

INFORMATION

Designer: Stefan Dorra, Ralf zur Linde

Artist: K. Franz, H.-G. Schneider

Price: ca. 35 Euro

Publisher: Pegasus / Eggert 2012

www.pegasus.de

PLAYERS:

2-4

AGE:

10+

TIME:

45+

EVALUATION

Worker Placement

With friends

Version: multi

Rules: de en

In-game text: no

Comments:

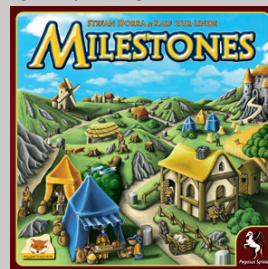
Good rules * Attractive components * Nicely interlocking mechanisms * Also good for families with some gaming experience

Compares to:

Worker placement and resources management games

Other editions:

English by Stronghold



My rating:



The selection is up to you; and even worse - you must give up one worker. There are cover tiles that you use to cover one worker on your board. Only if you are down to two workers will the Lord of the Castle show mercy and spare your worker.

The game:

In each round you can visit two spots on the board in your turn. Should you have more than one worker of a kind on your personal board, each of them that you pass in your move will give you one commodity. So it is good to have several lumberjacks or quarry men. But, unfortunately, you need different commodities for building. To balance this dilemma in the best way, to make use of the best possibilities for building for a high score, to watch out for what your op-

ponents plan and maybe foil their plans, this is the allure of this game.

The end of the game is determined by a different score, depending on the number of players. When one player tops this limit, all others have one more turn. An alternative ending of the game happens when all worker tiles have been taken. In a final scoring you score the types of workers. A majority in one type earns you five victory points, workers carrying a bonus tile count for two workers. In case of a tie all players involved in the tie score 2 points.

The game components are functional and well-made. Maybe I would have liked the action boards to be a bit sturdier, but really, that is nitpicking now. In the rules, which are exemplary, I would suggest saying under

12) maybe "place additional tiles up to..." instead of "place more tiles up to...". And this suggestion has exhausted my critical remarks. A very positive and nice feature of the game is the visual information on the player boards and the main board, which shows every action, the costs for the actions and the possibilities linked to an action and thereby simplify the game considerably and guarantee a smooth flow of the game. I end my review with an absolute recommendation to buy, which is valid "With friends" as well as "For families". In case of a 10-point scale I would give the game 8 points. If you take "Milestones" as an indicator for what is waiting for us at Essen, you can look forward to the milestones which we can expect to find there. ☑

Rudolf Ammer



7 WONDERS CITIES

HAGIA SOPHIA, GUILDS UND DEBTS



The second expansion for the multiple award-winning game 7 Wonders introduces two new wonders - the churches of Hagia Sophia at Byzantium and Khazne al Firoun at Petra.

Black City cards are a new category of cards; furthermore there are new Guild cards, new Leader cards and - new - Debt markers and Diplomacy markers.

The rules change somewhat with this expansion, but not fundamentally: First and foremost of the changes - you can now play with eight people. The new Black cards are shuffled into the deck in necessary numbers into the three era decks. Debts are a new feature of the game: When a card shows a broken coin icon, all other players - not the one who

played the card - loose coins of the value indicated or must take a debt marker of value 1 for each coin they could not pay. The effects of the card are implemented at the end of the round, after all other effects of cards played in the round have been resolved, for instance income due to discarding of the card. Debts cannot be repaid and deduct victory points from your score at the end of the game.

When you play a card showing a Diplomacy icon, you take a Diplomacy marker and are not involved in your next conflict; you must discard the Diplomacy marker and the conflict is resolved between your left and your right neighbor; if you own a Diplomacy marker you must use it!

With this expansion the game gets more intense, but also more complex and less intuitive; you must consider even more carefully which cards to hand on and how and if you use cards or discard them to avoid debts. This expansion can be combined with Leaders. ✓



INFORMATION

PLAYERS:
2-8

AGE:
10+

TIME:
40+

Designer: Antoine Bauza

Artist: Miguel Coimbra

Price: ca. 20 Euro

Publisher: Repos Productions 12
www.rprod.com

EVALUATION

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

Comments:

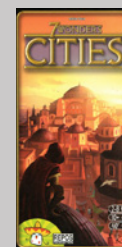
Wonderful design, again
* Famous characters and locations
* Needs more tactic and strategic considerations
* Needs core game to play
* Can be combined with 7 Wonders Leaders

Compares to:

7 Wonders Core Game

Other editions:

Repel.pl



AB IN DEN STALL

SHEEP TRIPLETS

5+

Animals in Farmer Bardo's yard have escaped and players assist Hugo, the Dog, to get the animals back. Unfortunately, Farmer Bardo's animals are very obstinate and can only be led back to the stables when assembled in triplets. So, all players try to get most animal triplets back to the stables.

The task cards showing animals

and Hugo the Dog are displayed on the table, the animal cards are dealt evenly to all players. Each of the task cards shows one animal and a bonus of 3; each animal card shows one animal in the middle and two other animals - a bit smaller - to the left and right of the animal. All in all there are nine different animals - Chicken, Cow, Duck, Goat, Hare,

Horse, Sheep, Pig and Turkey. In your turn you put one of your animal cards openly on the table. When three identical animals can be found on all visible cards, you quickly put your hand on Hugo the Dog and name the animal. If you are correct you take one of the animal cards for a victory point. If you then can find three identical animals on the cards you have already collected, you receive the task card of this animal. The other two animal cards involved in the triplet are set aside and stacked. When all animal cards have been displayed once you reshuffle the stack and deal it to all players. When this has been done three times, you add your victory points - each animal card is worth one point and each task card scores three points. If you have collected most points, you win!

"Ab in den Stall" shows very nice drawings, the mechanism is simple and trains quick observation of image content and recognition of quantities. ✓



INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
20+

Designer: Henry Bull

Artist: not stated

Price: ca. 8 Euro

Publisher: Noris Spiele 2012
noris-spiele.de

EVALUATION

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

Comments:

Series: Für uns ab Fünf*
Very pretty illustrations
* Simple mechanism
* Good training for content recognition

Compares to:

Reaction games with group recognition

Other editions:

Currently none



ABSOLUTELY ENGLISH!

VOCABULARY, PHRASES
AND MUCH MORE



The game features Challenge cards and 53 Questions cards each in five colors on Grammar, Vocabulary, Phrases, This & That and General Knowledge as well as an Open Floor Trading card for each top and Pot Luck cards. You want to be the first player or the first team to collect all cards according to the current challenge card and answer the final

question.

First of all, each player chooses his personal level of difficulty out of five, roughly equivalent to School Levels Five to Nine, that is, of knowledge levels Elementary to Fluent. Then each player or each team draws a Challenge card. You roll the die and your left neighbor reads you the question or directive according to your



personal level from a card in the color determined by the die; if you answer correctly you receive the card. Instead of using the die you can swap two cards already collected for a card in a category you still miss, but to get the card you must answer correctly again. Pot Luck cards are event cards, and the Open Trading Floor cards initiate a Trade Minute for all players, each player can swap cards with all other players. When you have collected all necessary cards according to the challenge card the other players choose the category for the Grand Finale. If you answer correctly you or your team win. As a version you can play without Challenge cards, and simply collect one card per category and answer the Grand Finale question.

Not really a game to teach you English, more a game to practice English, with fun and enough traps for fluent speakers, too. A language game with lots of fun and lots of information! ☑

INFORMATION

PLAYERS:
2-16

AGE:
12+

TIME:
45+

Designer: F. MacSween, K. James
Artist: arteffekt.at
Price: ca. 25 Euro
Publisher: Piatnik 2012
www.piatnik.com

EVALUATION

Language game/quiz
For families
Version: multi
Rules: de en
In-game text: yes

Comments:
Elementary knowledge of English is essential * Good for families due to selection of personal difficulty levels * Attractive questions from daily live

Compares to:
Other language learning games

Other editions:
Currently none



CHECKER CAN

THE CHECKER QUIZ

8+

Checker is someone who asks questions and does so since October 2011 on the TV on KiKa and ERSTE, questions that many people would like to know the answers to, but don't have the courage to ask for. "Why do shoes smell?"

The game board features a round track through Checker's digs - you place your marker onto the

start-finish area. The quiz cards are stacked - each poses a question, names three answers and shows two different numbers, one is marked with an x. The number NOT marked with an x plus the background color of this number directs you to the correct solution: You pick up the solution card with this number and if you turn it over you see four



color frames holding letters; the background color of the number on the question card tells you the color of the frame for the letter for the correct solution. You roll a die to determine the question. Question and answers are read to you, you give a guess and can - if you want to - use a Checker Chip for more information or use Checker Chat to copy the answer of another player. When all have answered using a letter chip, the game master finds out the correct solution and checks your guesses. If you are correct you move one or two steps. When you roll a Five the player in last place is asked a yes/no question and moves a step for a correct answer. CC as a die result offers a bonus question. When adults and children play together, children get two and three points respectively for correct answers and bonuses.

A really good quiz game for children, answering those questions for which adults don't have an answer - what does a balloonist do to answer nature's call? ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
30+

Designer: Julia Coschurba
Artist: Klemens Franz et al
Price: ca. 20 Euro
Publisher: Kosmos 2012
www.kosmos.de

EVALUATION

Quiz game
For children
Version: de
Rules: de
In-game text: de

Comments:
Witty and funny selection of questions * Interesting due to TV Show * Good as a family game, too

Compares to:
Was ist was? and other quiz games on non-fiction topics

Other editions:
Currently none



CLUEDO

DIE NÄCHSTE GENERATION

8+

This new edition of the classic detective game has been given a new design and introduces new characters and a new background story; we are now in the world of secret agents, the guests of the victim were meant to protect one of six Clue houses each, which shelter very important secrets.

The names of the characters are

a mix of familiar terms, there are the male characters of Bloom, Grün and Gatow and the female characters of Weiß, Gloria and Porz. The weapons have stayed the same, there are rope, dagger, candle holder, metal pipe and pipe wrench. Tom Schwarz, the multi millionaire, should have introduced the six characters to their mission, but before



he can do so he is murdered. As usual the case is prepared by secretly drawing one card each of weapon, location and person and must be solved by players by finding out who did it where using what. Only one of the secret agents-to-be can be the culprit. As in all Clue games, you roll the die and move the character to a room, you need not use all pips for this; if you end on an advantage spot you get a corresponding card and resolve its effects. In a room you add suspect and weapon and pose a question for this combination: If a player holds one or more of these three cards, he shows you one! If you want to solve the case you move to the Clue Room and name the combination - if you are correct, you have won; if not, you must quit the game.

Cluedo Die nächste Generation - Clue as we know it and yet different, a felicitous variation of the familiar mechanics; the rules also list a version for two players and a team version. ☑

INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
45+

Designer: not stated

Artist: not stated

Price: ca. 28 Euro

Publisher: Hasbro 2012

www.hasbro.de

EVALUATION

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

Comments:

Version of Clue with a different background story
* Mechanisms and rules are the same * New graphics

Compares to:

All versions of Clue

Other editions:

English at Hasbro USA



DEMOCRACY

COLLECT MORE VOTES THAN THE DICTATOR!

One player must take on the role of Dictator, the other players up to the maximum of five are assigned one of the five continents as Delegates. The Delegates want to control the world using voting rights, the Dictator must destroy democracy. Delegates must work together to develop the continents and to ensure democracy. You roll the die and move your

marker around the board; for a double you can roll again; after each turn of a delegate the dictator has a turn; delegates start the game with 50.000 votes, the dictator starts with 50.000 votes plus 20.000 each for each delegate in the game. Each continent has facilities - Agriculture, Military, Transport, Health, Housing and Education, which are controlled



by discarding votes and developed by adding building blocks, for which you need votes, too. When you reach facilities already controlled by Delegates you win votes and lose them on facilities controlled by the dictator; the dictator loses votes on delegate facilities and wins them on his own. If you end in the Polling Bureau you get all votes in the Poll Box. The event squares are implemented as necessary. Despite the ever-current and important topic one cannot rid oneself of associations of monopoly and other similar move->reach spot->resolve this spot action->lose or win money or resources because of the action; the longer you play the more intensive those similarities become; the difference is the topic and the use of votes for currency. If you like to apply familiar game mechanisms to new topics you will like to play Democracy, but do not expect lots of information or in-depth dealings with the topic. ☑

INFORMATION

PLAYERS:
2-6

AGE:
10+

TIME:
90+

Designer: John Loughrey

Artist: not stated

Price: ca. 45 Euro

Publisher: Gepeygames 2011

www.gepeygames.com

EVALUATION

Roll & Move with events
With friends
Version: en
Rules: en
In-game text: yes

Comments:

Unusual topic * Votes used for money * Standard mechanisms * Lots of components

Compares to:

Monopoly and versions of it

Other editions:

Currently none



DER KLEINE HOBBIT

ÜBER DEN BERG
UND UNTER DEN BERG SAGA



Der Kleine Hobbit Über den Berg und Unter den Berg Saga Erweiterung is a new expansion within the cooperative card game system **Der Herr der Ringe Das Kartenspiel**, players as fellow-ship of heroes experience dangerous adventures in Middle Earth.

The three scenarios of the saga tell the first half of the story of

Bilbo Baggins' journey from the Shire to the Lonely Mountain. A new effect in the game is called "Immune to effects of player cards"; cards with this characteristic cannot be targeted with effects of other cards. A new version of the hero card Bilbo Baggins must be used in this expansion; it is part of the unique influence sphere, the Beutlin

sphere; players need Beutlin in order to master the scenarios; should Beutlin leave the game, regardless due to what reason, the heroes lose the game instantly.

Treasures are a new kind of player cards, they represent rare and valuable items which you can discover and acquire in the course of the game; they cannot be part of the game from the start, but must be found/discovered in one scenario to enable their use in another scenario, provided the item is part of the treasures listed for this scenario. Riddles are a new effect on Encounter cards, which are resolved in a separate Riddle Zone. Some cards of this expansion can only be used with this expansion. The three scenarios are called, "Da ziehen wir hin, da lockt Gewinn", "Über die Nebelberge Weit" und "Zu Höhlen tief aus alter Zeit". This Saga expansion introduces the prelude to The Lord of the Rings in the truest sense of the word; it is enthralling, difficult and full of new demands and challenges. ✓



INFORMATION

PLAYERS:
1-2

AGE:
14+

TIME:
60+

Designer: Nate French

Artist: Chris Rahn

Price: ca. 20 Euro

Publisher: Heidelberger 2012
www.hds-fantasy.de

EVALUATION

Adventure card game
With friends
Version: de
Rules: de en fr pl
In-game text: yes

Comments:

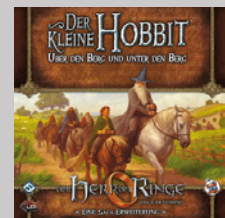
First Saga expansion for the LCG * New card varieties and effects * Some cards can only be used with this expansion

Compares to:

All other titles in the series Der Herr der Ringe Das Kartenspiel

Other editions:

English at Fantasy Flight Games



DRAGONS

CONNECT SEVEN DRAGONS!

8+

In this pretty placement game dragons are not enemies that must be defeated, but we want to unite groups of dragons of the same color.

The game comprises dragon cards in five colors - red, yellow, blue, green and black, but also multicolored Rainbow dragons, one Silver dragon, action cards and target cards.

The dragon cards and action cards are shuffled together; each player is dealt three cards and draws a secret target card. The Silver dragon starts the display, he represents all colors at the start of the game. In your turn you draw a card and then play either a dragon card or an action card. Dragon cards are placed with a minimum of one corresponding color and with cor-

responding border lengths next to one or several cards already displayed; you can turn a card any way before placing it and only one color must correspond to to color on adjacent cards. When you manage to place a card that corresponds to several colors on adjacent cards, you receive bonus cards for your hand. Rainbow dragons are jokers, and Rainbow dragons and the Silver dragon do not earn you bonuses.

With action cards you implement the action of the card symbol or change the color of the Silver dragon; possible actions are swapping of target cards, swapping of hand cards, relocating cards in the display or removing cards from the display. If you manage to create a display of seven connected dragons of one color and own the target card of this color, you win the game.

Using simple and well-known mechanisms Dragons offers quick fun for the whole family. Action card and bonuses offer a bit of tactic to balance the luck of the draw. ✓



INFORMATION

PLAYERS:
2-5

AGE:
8+

TIME:
20+

Designer: Andrew Looney

Artist: Larry Elmore, Derek Ring

Price: ca. 6 Euro

Publisher: Amigo Spiele 2012
www.amigo-spiele.de

EVALUATION

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

Comments:

Standard mechanisms, very attractively combined * Action cards and bonuses allow some tactic

Compares to:

Card placement games with set formation

Other editions:

Currently none



EVEN STEVEN

WHO VOTES HOW?



For this question game each player holds a set of answer cards for „yes“, „no“ and „even“ and you decide at the start of the game if the top or the bottom question on the cards will be used. Then the question on the first card is announced and each player chooses an answer card: „Yes“ or „No“ as an answer to the question or „Even“ if you believe that

the other players will decide on „Yes“ and „No“ in equal numbers. Now all answers are revealed. Each player who voted with the majority, scores one point. Should the numbers of „Yes“ and „No“ be equal, each „Even“ vote scores two points. Should all players have voted „Yes“ or should all players have voted „No“, all of them score a



point. But when all players have decided to vote „Even“, nobody scores; and nobody scores, too, when nobody has voted „Even“ despite the number of „Yes“ and „No“ votes being the same. The points are handed out as cards taken from the question card stack. When all cards have been used, you win with most cards = points.

Don't forget! Knowledge is not the theme of the game. The question „I can name six words starting with „R“ without hesitation“ need not be answered with six such words! You only need to guess how many players will answer this question with „Yes“, „No“ or „Even“. The questions range from „When I take a shower I start with washing my hair“ to „I want to reach an age of at least 90 years“ to „Dolphins are more intelligent than chimpanzees“.

Funny, witty, attractive and unusual - it is fun to guess who will answer how. Should you opt for a longer game, simple make a note of scores instead of handing out cards. ☑

INFORMATION

PLAYERS:
3-10

AGE:
8+

TIME:
20+

Designer: Yoshihisa Iitsubaki

Artist: not stated

Price: ca. 12 Euro

Publisher: Saikikaku 2012

<http://japonbrandgamers-jp.com>

EVALUATION

Party game
With friends
Version: en
Rules: en jp
In-game text: yes

Comments:

Includes „Adam and Even“ expansion for adults * No knowledge necessary, only assessment of other players * You can note the points for a longer game

Compares to:

Party games with guessing-answer-mechanism

Other editions:

Currently none



FOUTRAK

WHAT NOISE DO SCISSORS MAKE?



There are 58 cards in the game; at the start you shuffle all cards, then randomly remove 24 of them and finally set down the remaining stack face-down. The active player names another player as his opponent for the turn. Then you turn over the first card quickly, both should see the image at the same time. You win the card if you are first to correct-

ly enact the gesture/movement or sound effects of the card. For cards with a yellow background you may/must only make the gesture, for cards with a blue background you must make the noise of the item pictured, and for cards with a green background you need to do both gesture and noise. When a card shows several images you



must go through them in order of their numbers. As if it were not difficult enough to imitate the noise of a zipper, you need to watch out for the color Pink appearing anywhere within an image - ignore pink in the frame of a card or pink as background color! If Pink appears within an image ignore the image. Should Foutrak (the clown with a funnel for a hat) appear somewhere all you can and may do is to call „Foutrak“ and nothing else. Players not involved in the duel are judges. If you react fastest and correctly, you win the card. In case of an -probably improbable - tie you play a new card and when both players get it wrong the card is discarded. If you win a card with „Foutrak“ you also win all cards in the discard pile. When all cards have been used, each image on the card scores one point.

As indicated in the name, the game is crazy, witty and funny, and - in its tin box - an ideal companion for travel and holidays! ☑

INFORMATION

PLAYERS:
3-8

AGE:
8+

TIME:
20+

Designer: Droit, Jaillet, Ruptier

Artist: Olivier Fagnère

Price: ca. 11 Euro

Publisher: Cocktail Games 2011

www.cocktailgames.com

EVALUATION

Reaction game
With friends
Version: fr
Rules: en fr
In-game text: no

Comments:

Handy size and packaging * Also nice for families * Ideal game for holidays

Compares to:

Jungle Speed and other reaction games

Other editions:

Currently none



GOLDNAIRE

PENDANTS FOR GOLD INGOTS

8+

Players are renowned goldsmiths who manufacture jewels of all kinds and sell them for gold. You collect sets of jewelry of one kind and then swap them for gold ingots. Components of the game are the so called accessory cards - featuring jewelry like crowns, necklaces, medals, watches, brooches, pendants, bracelets, anklets, chains, ear-

rings or rings - and gold ingots with different values.

The cards are shuffled and each player is dealt six cards, the rest is stacked for a draw pile. The gold ingots are laid out in a row of eight ingots in three levels according to value, most valuable ingots at the bottom, and least valuable ones on top. Starting with your six cards you should



begin to collect two kinds of jewels and lay down at least one kind, try to negotiate trades for your remaining cards with other players - "give me your ring and I give you a pendant, and so we might both acquire an ingot" - and place another kind of jewelry at the end of the turn and can add more cards of those two kinds of jewels to finally end your turn. When you have collected jewelry of the total values of one of the top gold ingots you swap them for such an ingot. You can get rid of cards by discarding them, but that incurs a penalty point, or you can give them away. At the end of your turn you draw cards to hold six cards again. When the last ingot is given out, you win with most points from ingots and cards in your display.

Basically, this is a set collecting game needing lots of interactions, which you don't always get, because you do not really want to make your opponent collect gold, too! Some little edge is missing here! ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
20+

Designer: Justin Oh
Artist: Moosn!, Misun Park
Price: ca. 15 Euro
Publisher: Gemblo 2011
www.gemblo.com

EVALUATION

Set collecting game
For families
Version: multi
Rules: en kr
In-game text: no

Comments:
Needs lots of interaction *
Each card exchange also helps your opponent *
Discarding cards earns you penalty points

Compares to:
Set collecting games with negotiations for card exchange

Other editions:
Currently none



GRAVE BUSINESS

COMPETITION IN THE GRAVEYARD!

You are a necromancer with a business plan and - adhering to this plan - you send out your zombies to dig up graves, loot for valuables and store body parts in order to make new zombies who then can ... and so on. Unfortunately, your plan is so good that other necromancers are imitating it - so there is competition in the graveyard once again!

In each of six rounds of the game you implement four phases, in which you send out zombies to implement certain actions to achieve the goal of the game which is to collect most points for treasures and unused body parts in store or even to achieve resurrecting The Master!

The four phases of a round are:
1) Set up the graveyard - the

board is filled with 16 tiles from stock. 2) Place your Zombies - you use your zombies to bid on rows and squares of the board. These zombies represent influence depending on their locations, manifested by brains; if you have most influence on a square of the board at the end of the round you can dig up what you may find there. There is only one zombie allowed on each square. 3) When all zombies have been placed you reveal them and the zombies on action spots act in the order of stealing and digging. Then the influence is scored and treasures are allocated. Body parts and parts of The Master go to the laboratory, treasures to the vault. 4) Administrate zombies. As do many of games featuring a zombie topic this one, too, hides very well working standard worker placement and resources management mechanisms for an attractive game behind gruesome details, which makes fans of the genre happy and does not obstruct the game flow. ☑



INFORMATION

PLAYERS:
2-4

AGE:
13+

TIME:
45+

Designer: Andy van Zandt
Artist: Chuck Whelon
Price: ca. 50 Euro
Publisher: Minion Games 2011
www.miniongames.com

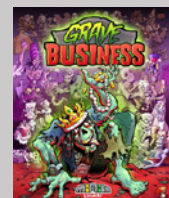
EVALUATION

Worker placement
With friends
Version: en
Rules: en kr nl
In-game text: no

Comments:
Solid, well-working game
* Zombie topic goes well with the mechanism * Several winning strategies

Compares to:
Worker placement and resources management games, placement for area domination

Other editions:
Korea, Holland



GRAVITAS

SLIDE NUMBERS, SCORE SUMS



On a board of 5x5 squares, made from beech wood, you can play three different games. You use the same components for all three games, 12 number tiles in your color, 4x of value One, 4x of value Two and 4x of value Three, augmented by one neutral game called Sandstein or sand stone which is used by both players. There is only one rule for all three

games: The sand stone sits in the middle of the 5x5 board at the start of the game. In a turn you slide one of your 12 number tiles of values 1-3 into the board by one square; tiles already there are shifted by one position, but can never be pushed off the board! When the board is filled you score: In the **Linien** game you score uninterrupted verti-

cal and horizontal lines on the board, in your color, an uninterrupted line of five tiles in your color scores double its value. In the **Zentrum** game you score tiles of your color in the 3x3 center area of the board and those in the corners of the board; if the sand stone sits somewhere in the center area it doubles a line it sits in. In the **Zahlen** game you score connected groups of one number of your color; the sand stone connects groups and a group of all four numbers of one value scores double.

It is suggested in the rules that you play two games of a kind with a change of starting player for the second game, after two games the player with the highest score wins. Gravitas is elegant, simple and - like all other games in the Intellego range of games - a lot more of a challenge than it seems at first sight. All variants play well, to me the hardest variety to win seems to be the Zahlen game. ☑



INFORMATION

PLAYERS:
2

AGE:
8+

TIME:
20+

Designer: Reiner Knizia

Artist: not stated

Price: ca. 58 Euro

Publisher: Intellego Holzspiele 12
www.intellego-holzspiele.de

EVALUATION

Abstract sliding game
With friends

Version: de

Rules: de

In-game text: no

Comments:

Elegant, classy wooden components * One single rule * Three ways to play

Compares to:

All sliding games with scoring of formations

Other editions:

Currently none



GREENROCK VILLAGE

TATORT: SCHREBERGARTEN



Heinz lies dead in the Rhubarb Yard! Who did it when with what? This is the question in Case 10B from the drawer in the box. Clues are provided to guide me to the solution; with their help I arrange the 25 pieces to find the solution. Green is the color of the visitors, Misters Weber, Hinz and Müller, Mrs. Paus and Mrs. Kunz; yellow marks the garden owners

- Uschi, Renate, Ilse, Heinz and Klaus; purple marks the dates, red the weapons and mixed coloring stands for the garden locations. Case 10B is marked as medium difficult by its blue border, the easy cases have a green border and the really hard ones a red border.

First I take Heinz and the Rhubarb and place them in a col-

umn, still outside of the 5x5 grid in the box. Clue 1 says that the Garden Gnome was not the weapon, so the gnome goes into the weapon row in any of the other columns. Clue 5 has the information that Ilse's garden is the middle one and that there is some barbed wire lying around there. Well, that means barbed wire is not the weapon, either, because it is with Ilse and not with Heinz, and as according to Clue 9 Mr. Hinz visited the garden left of the middle one, he did not visit Ilse.

Thus you work your way through the clues, you must read them very carefully and arrange tiles that are mentioned immediately; in each column there must be one tile of each kind. You do not need all clues for each of the cases, and you can stop when you have the answer, but it is more fun to assign all 25 tiles correctly. Tatort Schrebergarten provides a nice sequel to the elegant, challenging fun provided by Greenrock Village Tatort Theater. ☑



INFORMATION

PLAYERS:
1

AGE:
12+

TIME:
var

Designer: Harry Habraken

Artist: not stated

Price: ca. 17 Euro

Publisher: Jumbo 2012
www.jumbo.eu

EVALUATION

Logic game with clues
With friends

Version: de

Rules: de

In-game text: yes

Comments:

Attractive, functional components * Nice selection of cases * Has a certain addition potential * You can invite others to think with you

Compares to:

All logic puzzles with a fixed set of clues

Other editions:

Tatort: Theater, Jumbo



GREGS TAGEBUCH

VON IDIOTEN UMZINGELT!

8+

Gregs Tagebuch - Diary of a Wimpy Kid - tells the experiences, aggravations and fears of a teenage boy named Greg at Junior High!

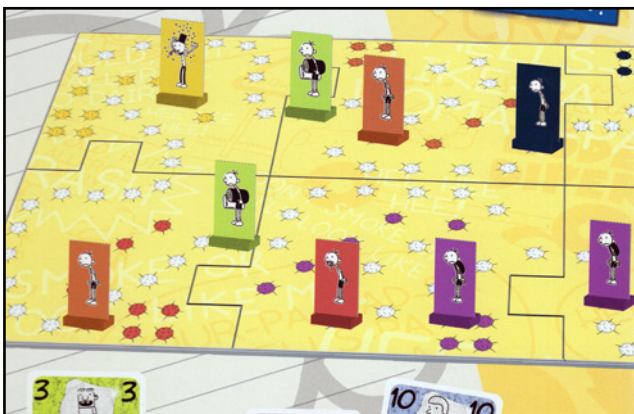
Von Idioten umzingelt is a game based on this book; you try to complete a round on the board with your markers and have them back at their home plate first. Depending on the number

of players you play in a team or alone using two colors. For two to four players you make up the board from four parts; in case of five and six players you use six parts for the board.

You place your markers on the corresponding starting area; then you play three rounds. In the first of those rounds you are dealt five cards, in rounds

two and three you get four cards. Those three rounds are repeated as often as necessary for someone to win the game. If you have a 1 or a 13 in your cards you can start a marker on the course; then in turn all those who have a marker on the course play cards and resolve them to move the marker, until all cards have been used. All others must wait if they receive a 1 or a 13 in the next round and are able to start. Markers on occupied spots are defeated - yes, you could say "Don't get angry, Greg" - and if you have all markers in the finish area you can move the markers of your team mate.

Of course you know the mechanics of the game - it is similar to Ludo/Pachisi/Mensch ärgere dich nicht, but the use of cards, which relate to characters and events in the book makes it into an independent game; actions governed by cards allow some planning, because you know what you hold and what you can do with it. Funny and surely well suited to the targeted user group. ✓



HEDBANZ

DRAGON OR LION?

7+

Hedbanz is a variation of a game mechanism that has been used very often already, a mechanism of acquiring information from questions put to other players. Each player knows all information on all other players; information on yourself you must find and maybe process by questioning others.

In Hedbanz the mechanism

is simply acquiring information: Each player wears a headband - hence the name of the game - and a card is placed in this headband. This can result in first laughter, should chance make the items fit the player, for instance if the parrot is given to a little blabbermouth. Players pose questions to the card on their head, the other play-

ers must answer truthfully; in each round you have time to ask while the timer runs. You cannot ask "What am I?", but you can ask anytime and repeatedly „Am I ...?“ Questions resulting in a No for an answer have no consequences but information acquired.

If you did not guess the item on your head when the timer has run out, you take chip from stock and are given a new card; if you guess your item within the runtime of the timer, you discard a chip, get a new card and can go on guessing. If you are first to discard your last chip, you win.

In this new edition of the game the possible characters = items come from the categories of animals, food or household items. Hedbanz is a fast, funny game providing lots of reasons for laughter and comments; the game is mainly targeted at children, but by no means restricted to use by children; it can be fun for the whole family, too, when Daddy tries to find out if he is currently a guitar or a toaster. ✓



INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
45+

Designer: not stated

Artist: not stated

Price: ca. 14 Euro

Publisher: University Games 12

www.universitygames.de

EVALUATION

Movement game

For children

Version: de

Rules: de nl

In-game text: no

Comments:

Based on the Wimpy kid books * Nicely varied standard mechanisms * Cards instead of dice allow a bit of planning

Compares to:

Movement games with a literary connection

Other editions:

Dutch, University Games



INFORMATION

PLAYERS:
2-6

AGE:
7+

TIME:
30+

Designer: not stated

Artist: not stated

Price: ca. 17 Euro

Publisher: Spin Master Games 12

www.spinmaster.com

EVALUATION

Communication game

For children

Version: de

Rules: de en

In-game text: yes

Comments:

Neuauflage * Nette Auswahl an Gegenständen * Auch sehr gut als Familienspiel

Compares to:

New re-edition * Nice selection of items * Very good as a family game, too

Other editions:

Hedbanz, Spin Master USA



INQUIZITOR

ANAGRAMS AND SUPERLATIVES



With the maximum possible correct answer and some luck with dice you try to be first to reach the finish! You answer a question according to the location of your marker, roll the dice after a correct answer and move your marker. Red, orange, yellow and green yield questions of this color, blue something „Hard to Believe“ and purple a

category of your choice! Topics of red questions are films, musicals or books; the card cites a passage or a short summary and the title is the correct answer! The questions on orange cards come from the areas of nature, science, superlative and records; the answer is always a number and is deemed to be correct if it does not deviate by more than

20% from the given answer on the card. Yellow cards ask for correct explanations of terms from regional sources or official / community language or of loanwords. The green cards offer anagrams for unscrambling; the correct solution is always a noun. The questions on the blue cards focus on curiosities; there are always three answers given and only one is correct. In case of a wrong answer to any question you are asked a “saving question”! For correct answers you roll dice and move a marker; if you reach the finish first, you win. In a version you can take over the question from the active player if he gives a wrong answer. In this case no saving question is asked. Inquizitor is basically a standard quiz game, but the questions are interesting, good, and not run-off-the-mill. The rules are equally carefully made and offer nice details for a game that works well whether you play in teams or on your own. ☑



INFORMATION

PLAYERS:
2-12

AGE:
12+

TIME:
60+

Designer: Márk Zoltán
Artist: not stated
Price: ca. 24 Euro
Publisher: Piatnik 2012
www.piatnik.com

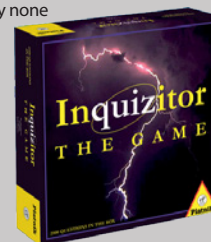
EVALUATION

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

Comments:
Good, interesting and unusual mix of questions
* Questions can be “taken over”
* Nice rules details, e.g. the saving question

Compares to:
All other quiz game with question categories relation to marker position

Other editions:
Currently none



KINGDOMS

DRAGON VS MAGE AND CASTLE FOR GOLD!

In a grid of 6x5 squares we place castles and landscapes in order to acquire treasures. In each of the three rounds the board is completely filled and then scored; the position and interdependencies of the tiles determine the reward. You hold castles of values 1 to 4, the higher the value of the castle the stronger the influence on the realm. Land

tiles enrich the realm, danger tiles steal treasures, mountain tiles are insurmountable obstacles, gold is wanted by everyone, as is the magician, who upgrades castles, and the dragons, naturally, wreak the biggest havoc. In a turn you can place one of your own castles or draw a tile and place it or place your own starting tile: The full plan is

scored for each player individually, all its rows and columns. You add the value of all land tiles in a row or column and deduct the value of all danger tiles in the same row or column; the result is multiplied with the rank(s) of all your own castles in this row or column. A mountain splits a row or column into two parts which are scored separately, the gold mine doubles all(1) tiles, the magician raises the value of each orthogonally adjacent castle by 1 and the dragon devalues all land tiles in his row and column but danger tiles are scored there! In rounds Two and Three you only keep castles of value 1. If you own most gold at the end of three rounds, you win the game. Kingdoms is a simple game with lots of depth, it is an abstract placement game despite its fantasy topic; but it is always interesting and challenging, you need excellent timing to use your valuable castles well. ☑



INFORMATION

PLAYERS:
2-4

AGE:
14+

TIME:
40+

Designer: Reiner Knizia
Artist: Kevin Childress + Team
Price: ca. 30 Euro
Publisher: Heidelberger 2012
www.hds-fantasy.de

EVALUATION

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

Comments:
Abstract despite the fantasy topic
* Simple rules providing interesting depths
* High replay value
* Pretty components

Compares to:
Auf Heller & Pfennig, other placement games with area scoring

Other editions:
Kingdoms, Fantasy Flight Games



KOMM MIT IN MILLYS LERNZOO

SALAD FOR THE ELEPHANTS!



Milly has some work to do in the Learning Zoo; Bear, Lion and Elephants have received mail, Milly needs to feed the animals and apply a coat of paint to the animal shelters. And on top of all that, penguin Dapdap has escaped from his compound and gone to visit his friends - so Milly has to catch him, too.

If Milly is standing in front of

you, you draw a card from the task pile. When Milly is depicted on the card, you look at the card and search the corners of the board for a tile showing this task and put it on the correct spot in the correct compound. The pails belong to the house of the same color, the letters must be placed with the correct numbers and in case of the food tiles you must



consider which animal likes to eat what and, for instance, then place the honey at the bear's compound.

When you were able to assist Milly and have assigned the tile correctly, you get the task card. When Dapdap the penguin is pictured on the card, you put him to the next compound and imitate the noise of the animal in this compound, so that Dapdap has greeted it properly. When all has been accomplished you hand Milly to the next player. When Dapdap is back at his own compound all players have ably assisted Milly. You can go on playing until all items have been assigned.

In a more difficult version you place all nine food tiles and you must put as many pieces of food into Milly's wheelbarrow as there are animals in the compound. You can help Milly alone or play with two, three or four. Learning happens along the way in a world supplemented by books and other material and that is maybe encountered by the child in nursery, too. ☑

INFORMATION

PLAYERS:
1-4

AGE:
2+

TIME:
10+

Designer: Gerhard Friedrich et al
Artist: Marlit Peikert
Price: ca. 13 Euro
Publisher: Haba 2012
www.haba.de

EVALUATION

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

Comments:
Series LernSpielSpaß*
Relates first knowledge on colors, numbers, recognition and assignment

Compares to:
All educational games on the topic

Other editions:
Currently none



LIESELOTTE TEILT AUS

PARCEL DELIVERY IN THE HEN COOP

4+

Lieselotte has had a dream, which finally has become reality: She may help the postman to deliver mail. But that is not as easy as Lieselotte has imagined it to be, because the stack of parcels is heavy and wobbly, and she must find the correct addressee for the parcels - where is the chicken that must receive this one parcel here? The game holds nine parcels

made from wood in different sizes, nicely labeled. The round chicken tiles represent the parcel addressees, the back of those tiles always shows a letter box. All chicken tiles are laid out with enough room in between, letter box side up, on the table, the square parcel tiles are stacked, the parcels prepared and Lieselotte is placed next to any one of



the chicken tiles. In your turn you reveal the top parcel tile, stack the parcel on Lieselotte and push Lieselotte with one hand to a chicken tile. If Lieselotte touches the chicken tile, you can turn it over - if you found the correct chicken you can take parcel and tile. If not, you may push Lieselotte to another chicken tile and try your luck. If it is still the wrong tile, your move ends. When the tile shows animals running about, there was alarm on the farm and you switch two chicken tiles. When all parcels have been delivered you win with most tiles; in case of a tie you win if you can make up the highest stack from your parcels.

This game offers dexterity with fun! Lieselotte looks a bit funny, but as is the case with a real cow the back is broad enough to carry a parcel and with a little bit of dexterity, a nicely slippery surface and a good memory the right parcel will arrive at the right chicken! ☑

INFORMATION

PLAYERS:
2-4

AGE:
4+

TIME:
10+

Designer: Markus Nikisch
Artist: Alexander Steffensmeier
Price: ca. 10 Euro
Publisher: Haba 2011
www.haba.de

EVALUATION

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

Comments:
Game based on the Book "Lieselotte lauert"

Compares to:
All balance and dexterity games with a memo component

Other editions:
Currently none



MACHTWECHSEL

COALITIONS AND PARTY FINANCES

You have been given a mandate to form a government, represented by a card which lists information on the parties represented in the coalition you need to form; these parties are represented by colors.

An example: A coalition of red, yellow and green with a total of seven cards in those three colors, one card minimum per

color must be present. You start the game with two action cards for event or coalition and a starting capital of 4 Penzunen. With sapping or buying you try to get as many cards as possible in colors corresponding to your mandate. With event cards you can impede your opponents, but you can also change your own mandate by using "Change of

Coalition".

In your turn you can either buy an action card or draw a card and discard another one or pay one Penunze to the bank and pause or play and resolve an event card, including payment if applicable. Another possibility is an offer for exchange to another player or an offer to buy - you can sell your own card, but need not accept the price offered; or you make an offer to buy a card. If you lay out three cards of a mandate color you earn a premium; event cards like no-confidence vote or "Die Wende" can deactivate them or change your mandate. You win when you can show the necessary number of cards for your mandate.

All actions in the game influence the availability of cards for the set that you need to win; the political terminology has been nicely implemented and you get interesting background information - for instance on the first so called "Traffic Light Coalitions" on the mandate card for red-yellow-green. ☑



INFORMATION

PLAYERS:
2-6

AGE:
12+

TIME:
60+

Designer: Ralf Krause

Artist: Ralf Krause

Price: ca. 20 Euro

Publisher: Heptagon 2011

www.machtwechsel.info

EVALUATION

Set collecting with cards

With friends

Version: de

Rules: de

In-game text: yes

Comments:

Mechanisms of a set collecting game * Action cards influence availability of cards * Information on political realities in Germany

Compares to:

Other set collecting games

Other editions:

Currently none



MADAGASCAR

CATAN JUNIOR

6+

Players embody one of the animal heroes from Madagascar as a part of the Travelling Show or Circus. You are Lion Alex, or Hippo Gloria, Zebra Marty or Giraffe Melman and want to first to set up your circus tents for the Travelling Show to win the game. You start with two tents and two wagons on the board, and have one Wood and one Sand

for basic equipment. You roll the die and receive "Dies und Das" accordingly, that is commodities according to tents already set up, which sit next to commodity hexes on the board. If you roll a six you relocate the animal controller and receive two commodities from her new position. The animal controller on a landscape hex blocks this

hex and this hex does not yield commodities when its number is rolled. The commodities are used to pay for setting up tents or wagons or for buying penguin cards. Tents and wagons can only be set up next to your own tents or wagons already in place and only one tent or wagon per lot is possible. Penguin cards are assistance cards and give you additional commodities or a free build or chase off the animal controller. Once per turn you can swap a commodity from your hand with the market.

When you can set up your last, seventh circus tent - a tent on a hex blocked by the animal controller is valid - you win instantly. What a flexible mechanism the Catan set of rules really is, is neatly demonstrated with this game: It fits the topic wonderfully, the mechanism has been down-scaled for children and yet it is still the basic mechanism from Catan; a fantastic introduction to the Catan universe with a detour to Madagascar. ☑



INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
30+

Designer: Klaus Teuber

Artist: DreamWorks, A. Resch

Price: ca. 27 Euro

Publisher: Kosmos 2012

www.kosmos.de

EVALUATION

Placement game

For children

Version: de

Rules: de

In-game text: nein

Comments:

Mechanism nicely adapted to the film topic * Basic Catan mechanism well down-graded for a more simple game * Pretty components

Compares to:

Catan junior

Other editions:

Currently none



MANIA

EXTINGUISH FIRE OR BUY SHARES?



Mania is a card game featuring strange characters in a strange town, and as can be expected, the game itself is strange, too. It is made up from seven individual card games, which you can play individually or in the order in which they are presented in the rules.

There are basic cards with a number value, in four different colors,

special cards marked with "I" and "X", those cards are used differently depending on the version you play - some basic cards have those, markings, too) and then there are joker cards for each of the characters.

With **KleptoMANIA** you steal card stacks from your fellow players, assisted by special abilities on the cards. In **PyroMANIA**

you set up six buildings of your own and burn down those of your fellow players; red and yellow cards represent fire, blue cards extinguish fire and green cards are buildings. **NymphoMANIA** is a search for the one and only female character in the game, and of course you want to sabotage the chances of your opponents. In **BusinessMANIA** you manipulate the share values of companies owned by the characters and buy the best shares for yourself. **MemoryMANIA** is a classic memo game, just to learn the cards or to relax. **CartoMANIA** demands the formation of an open card display, you must play a card fitting the open-faced starter cards and can then turn over an adjacent card. And, finally **HyperMANIA** - a card shedding game, you play cards of the same color and of higher value and then follow up with any number of cards of the value just played. If you like spacy cards and freaky humor and love to use the same cards in many different ways, then you will have fun with Mania! ☒



INFORMATION

PLAYERS:
2-8

AGE:
13+

TIME:
30+

Designer: J. Samijärvi, A.-L. Kolonen
Artist: Juha Samijärvi
Price: auf Anfrage
Publisher: Revision Games 2010
www.revision-games.com

EVALUATION

Collection of card games
With friends
Version: multi
Rules: en fi
In-game text: no

Comments:

Cute drawings * Very individual humor * Seven different ways to play

Compares to:

First game of this kind, in general collections of card games

Other editions:

Currently none



MARBLE MONSTER

ROLL THE RED MARBLE INTO YOUR LAIR!



Marble Monster is yet another addition to the range of logicus brain teasers or logic puzzles, this time with a topic of marbles and monsters. The little green Marble Monster is guarding the little red marble in its lair, but the marble always escapes and the Marble Monster must take it back to the lair. And this task is made difficult by the black marbles,

because they block the way and need to be pushed off the path. The Marble Monster can always only push one marble per turn, regardless if it's a red or a black one, and it is not allowed to take a step without pushing a marble, that is, it can only move to a spot when it pushes off a marble from this spot. No marble, regardless of which color, can be pushed

off the board, and a black marble can never enter the Marble Monster's lair in the middle of the board-

As in all games of the series there are 60 different puzzles in four different levels of difficulties; sometimes you must think around corners in the true sense of the word or even push the marbles around each other in order to open up a path for the red marble. And just when a marble has been pushed out of the way it might crop up again as a new obstacle, and still the red one is not in the lair!

The solutions are given on the back of the puzzle cards and as usual it is recommended that you solve the puzzles in sequence, this facilitates solving the puzzles.

Marble Monster fits seamlessly into the logicus range, the colors are a monsterly lilac and green and despite the notation 1+ on the box Marble Monster is pure logic entertainment for one puzzle-loving marble pusher! ☒



INFORMATION

PLAYERS:
1+

AGE:
7+

TIME:
var

Designer: Grisch
Artist: A. Resch, O. Freudenreich
Price: ca. 20 Euro
Publisher: Inspira
Huch! & friends 2011

EVALUATION

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

Comments:

Nice design * Four levels of difficulty * Solitaire game * Pure logic and thinking fun

Compares to:

All other titles in the logicus range

Other editions:

Currently none



MONOPOLY

ZAPPED EDITION

8+

Monopoly has arrived in the 21st century! The classic board game on money and real estate can now be combined with an app. On the familiar board you play a game of Monopoly just as you know it, based on the Monopoly Banking edition with a banking card for each player. You roll, move, buy slots, build houses and hotels and pay or earn rent;

passing Start earns you money and if you are lucky in your rolls you get out of Jail fast. If you go bankrupt you quit the game; the last one in play wins.

The app is loaded and the device is placed on the game board. The app works as a bank together with the touch cards, you simply press the arrow onto the display. After you have moved your



marker, you press your name in the app, then you touch the task menu and touch the icon for the square on which you ended your move; then you implement the corresponding actions. The app can give you information and give you tips, you can use the app to buy houses and hotels, trade with other players and can also resolve actions while in Jail. Especially attractive and different from the standard Monopoly are the mini games, which you must play when you end up on an Event or Community square.

This surely is an interesting version for all those Monopoly fans that own one of the app-able devices, but do not want to miss the flair of a board game with moving of markers and rolling dice. The graphics are new and very clear and - not typically for monopoly - not very colorful; the mini games are fun and if you do not have a monopoly yet, but own one of the i-devices you can now enter the Monopoly Universe from the electronic side. ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
45+

Designer: not stated

Artist: not stated

Price: ca. 40 Euro

Publisher: Hasbro 2012

www.hasbro.de

EVALUATION

Roll & Move economics game with app
For families
Version: de
Rules: de/en
In-game text: yes

Comments:

Currently only for iPad, iPhone or iPad * Code for download included in the package * Board game flair due to movers and dice * Game administration via app

Compares to:

All editions of monopoly and zapped editions of other games, e.g. Game of Life

Other editions:

English edition at Hasbro USA



PALETTE

CLEVER REMOVAL OF PIECES

6+

A simple wooden board shows 36 dents arranged in a 6 x 6 grid. 36 pieces of different colors, six each in white, yellow, green, red, blue and black, are placed in the grid well-mixed and at random. When placing the colored pieces you must only comply with one rule - two pieces of the same color may never be placed next to each other horizontally or ver-

tically, but they can be placed diagonally adjacent.

In your turn you choose a color and remove one or more marbles of this color from the board. For this removing of pieces there is one rule and one rule only, too: You can take off a marble if at least two of its sides are free of neighbors, that is, the marble is "approachable" and if the re-

moval of the marble leaves the rest of the marbles on the board still orthogonally connected. Thus you can only remove corner marbles in the first turns: if there are more than one of the same color you can take all of them, even if they sit in different corners, because you always decide on one color and remove all stones of this color that comply with the rule of approachability. If you take the last marble off or if you own all six marbles of a color, you win. The game is available in two different versions featuring cylindrical pieces instead of glass marbles.

If you like abstract games and like to play them with more than one player Palette is a game for you and your family. It offers a simple, immediately approachable mechanisms, which all the same allows for some tactic at the end of the game - will my opponent overlook that he frees the last red stone for me if I free a fourth blue one for him? ☑



INFORMATION

PLAYERS:
2-3

AGE:
6+

TIME:
15+

Designer: Dieter Stein

Artist: not stated

Price: ca. 18/28 Euro

Publisher: Gerhards 2011

www.spiel-und-design.eu

EVALUATION

Abstract collecting game
For families
Version: multi
Rules: de/en
In-game text: no

Comments:

Two versions available * good family game * Unusual, simple mechanism

Compares to:

All abstract games with removing/collecting pieces

Other editions:

Currently none



PANIC LAB

**STRIPED GLIDING AMOBAE
IN THE AIR VENT!**



25 square tiles show cute, funny colorful aliens/creatures/amoebae, and sometimes a piece of laboratory equipment, and are laid out face-up in a circle. All players try, starting from the tile determined by a dice roll, to find the amoeba that corresponds to the dice results in color, shape and pattern.

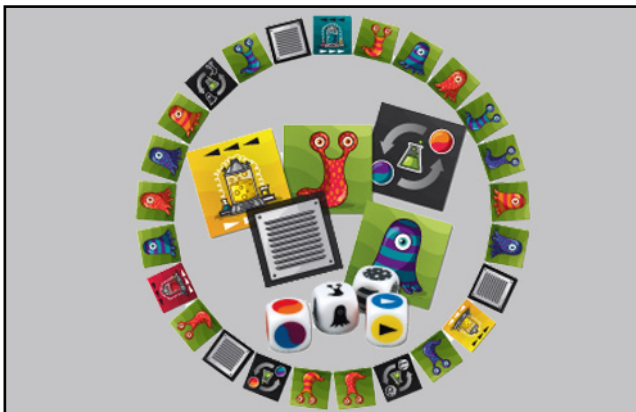
One player rolls all four dice

and all start in their mind at the tile determined by the die in direction of the arrow of the rolled color; this is the direction the amoeba took to escape. If you are first to touch the correct amoeba you earn a chip. If you are wrong, you must discard a chip, of course provided that you already own one. The amoebas can sometime disap-

pear through an air vent; then you ignore all tiles between the first air vent you reached and the next one in the circle.

But that is not all - some of the laboratories in the circle are mutation rooms - when an amoeba has passed one of those rooms, it changes either its color, its shape or its pattern. All in all an amoeba only survives four mutations, then it disappears forever - in this case you win the chip of the round if you are first to touch the mutation room which made the amoeba dissolve. When the correct amoeba or the correct mutation room has been identified and the chip handed out, you roll the four dice for the next amoeba that must be found. If you are first to collect five chips you win the game.

In this little game in a tin, too, Gigamic remains true to its principles - Panic Lab is a simple, but not easy game, attractive and quickly explained. It is fun to follow the amoeba through its mutations and be first to spot the correct one. ✓



INFORMATION

PLAYERS:
2-10

AGE:
8+

TIME:
30+

Designer: Dominique Ehrhard

Artist: Maxim Cyr

Price: ca. 9 Euro

Publisher: Gigamic 2012

www.gigamic.com

EVALUATION

Dice and spotting game
For families

Version: multi

Rules: 20 languages

In-game text: no

Comments:

Handy packaging in attractive tin * Simple rules * Funny drawings

Compares to:

Rinks Lechts and other games with goal spotting based on changing parameters

Other editions:

Currently none



QUIZ TAXI

GET IN, PLAY AND WIN



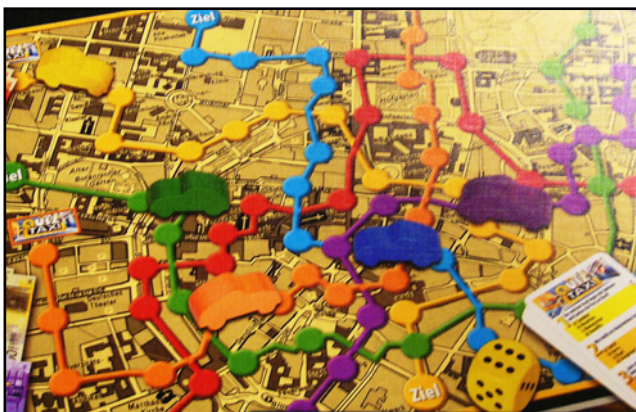
With the return of the show the game returns, too, in a new edition; again each player tries to be first to reach the finish with his Taxi, represented by a pretty wooden figure, and to earn a lot of many on the ways. The tracks are marked on the board with colored dots for each car. Start and finish are also clearly marked. Each track features 15

stops and you move forward by one stop, if you answered a question correctly. For a wrong answer you stay where you are. The die determines your questions and the degree of difficulty; questions #1 and #4 are always easy ones in light yellow, questions #2 and #5 are medium and dark yellow and questions #3 and #6 are the hard ones,

marked in orange. The degree of difficulty determines the amount of many that you earn for a correct answer: 50€ for an easy, 100€ for a medium and 200€ for a hard question. If you reach the finish first, you receive a bonus of 500 € and finish the game, the richest player wins the game.

As variants the rules list the possibility to advance two positions for a correct answer for a fast game or to hand out more money for correct answers or to give you a free choice of the difficulty levels or allow you to use a joker to eliminate two wrong answers with a maximum use of two jokers.

As all Noris games this one is solidly made with standard and well-known quiz mechanisms; the questions are interesting and nicely mixed and the flair of the show has been nicely caught. A recommendable new edition for fans of show and quiz! ✓



INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
45+

Designer: not stated

Artist: Michael Rüttinger

Price: ca. 12 Euro

Publisher: Noris Spiele 2012

www.noris-spiele.de

EVALUATION

Quiz game

For families

Version: de

Rules: de

In-game text: yes

Comments:

New edition * Show topic nicely implemented * Good selection of questions * Simple, functional components * Simple rules

Compares to:

Other quiz games with choice of answers and advancing for correct answers

Other editions:

Quiztaxi 2007



QWIRKLE CUBES

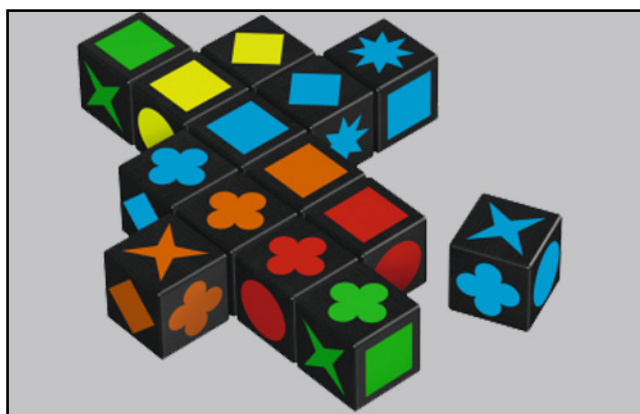
CUBES AND ROLLING OF CUBES!

6+

Dice version of Spiel des Jahres 2011! The tiles have transformed into cubes and you roll those cubes! Each of the 90 cubes shows only one color, there are 15 cubes for each of the six colors, and on a cube each of the six symbols in the game is depicted once, which means that each symbol exists 15 times in each color.

At the start of the game you draw six cubes, roll them once and set them down; the symbol on the top is the active symbol. In your turn you can first re-roll as many cubes as you want and then place one or several cubes into the display to score points. As in the original game you can never put more than six cubes in a row and all cubes in a row must

either show the same color or the same symbol. Newly placed cubes must always touch at least one cube already in the display and all newly placed cubes must also show either the same symbol or the same color. You can place cubes in one row only, but can add a cube at both ends of a row. The points you score by placing cubes - one cube for each cube in each row that holds one of the newly placed cubes - is noted instantly and you then fill your stock to six cubes; the freshly drawn cubes are rolled once. When you cannot place a cube you roll your cubes again and again until you can place one. If you place your last cube and cannot draw a cube the game ends, you score a bonus of six points and the player with the highest score wins the game. As good as Qwirkle, but with a substantially longer playing time, because you think twice about re-rolling and also try to include the cubes of your neighbor, as you can see what he holds in this version. ☑



INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
30+

Designer: Susan McKinley Ross
Artist: not stated
Price: ca. 27 Euro
Publisher: Schmidt Spiele 2012
www.schmidtspiele.de

EVALUATION

Placement game with cubes
For families
Version: multi
Rules: de fr it
In-game text: no

Comments:
Longer playing time than Qwirkle * Changed probabilities * Same rules as Qwirkle

Compares to:
Qwirkle

Other editions:
Currently none



SAKE & SAMURAI

THE LAST DRINK IN THE MASU BOWL



As a wild and thirsty Samurai warrior you are willing to do anything for the last bowl of Sake! But Sake influences your abilities, each drink blocks one of your resources, but, on the other hand, Samurai actions burn alcohol! Each player embodies a Samurai with a certain number of life points and personal abilities; furthermore, each Samurai can

stand or sit. You sit at the start of the game and until you move for the first time; and then you stand until one opponent is left! The cards have two independent characteristics; the text of the card and the action box with values for attack, defense, movement and drinking, plus the backside mark for troublesome, quarrelsome and drowsy. The

card texts can relate to events, weapons and items, minions or opponent's turn.

Taking into account all characteristics of your Samurai and cards in your turn you play - in accordance with stringent and very detailed rules - the phases of Cards with Attack, Move, iaido (only while you are sitting) or Drinking, then the movement of minions and minion movement, drawing of cards and determine use of weapons for the opponent's move. At the end of the Sudden Death confrontations the Samurai with most drink markers wins. If you are eliminated in Sudden Death you turn into a Spirit of Emna and try to steal Sake from the Living, you use the cards in the "wounded" stack of the dead Samurai. One on all, all for the last bowl of Sake, merry and sneaky hitting of all and if you are dead, well, then you play on as a ghost and have your fun, it need not be a defeat, if push comes to shove, we only wanted to have a drink! Kampai! ☑



INFORMATION

PLAYERS:
3-8

AGE:
13+

TIME:
60+

Designer: Matteo Santus
Artist: Jocularis
Price: ca. 25 Euro
Publisher: Albe Pavo 2011
www.albepavo.com

EVALUATION

Conflict with cards
For experts
Version: multi
Rules: en it
In-game text: yes

Comments:
Idiosyncratic mixture of conflict simulation and resources management * Fantastic graphics * Some gaming experience is of advantage

Compares to:
Conflict simulations with cards

Other editions:
Currently none



SCHOTTEN RENNEN

HIGHLAND GAMES WITH DICE

8+

The Scottish Highland Games are well-known, the strong men in their Tartan skirts excel in rolling barrels or hurling stones. Now we can also try our hand in all those events, assisted by dice. Depending on the version the necessary path tiles are laid out between start and finish, the markers and Scots cubes of all players begin the game at

the start card. The track must be mastered card by card; the red number in the middle of a card determines the necessary dice result.

In your turn you roll two dice - if you manage to achieve the necessary number of pips, you have mastered the event and move your marker onto this card. Now you can decide if you want to

accept the challenge of the next card and roll again or if you finish your turn. If you do finish your turn, your Scots cube is moved up to join your marker and thus secures your position. If you fail to master a card, you must put your mover back to the Scots cube. If you discard one of your three risk markers, you have another chance to master the event by rolling the risk die. If you are in last position and manage to master five event cards in a row you may secure this position and go on playing regularly. In the expert version special expert cards are introduced into the track; those special cards make the tasks harder, but also bring advantages like winning back a risk marker.

Schotten Rennen is the third game in the new series of Dice game with Dice Cup from Amigo and is as fast and funny a game as the other two; nice attractive family entertainment with lots of fun and attractive design in matching dice shape! ☒



INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
20+

Designer: Torsten Löpmann
Artist: Harald Lieske
Price: ca. 8 Euro
Publisher: Amigo-Spiele 2012
www.amigo-spiele.de

EVALUATION

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

Comments:

Part of the dice game series
* Box can be used as a dice cup * Simple rules * Plays quickly

Compares to:

All dice game with risk or stop mechanism

Other editions:

Currently none



SIA DOBLE

MOVE BY MOVE



Each player chooses one side of the board featuring 5x5 squares, takes seven buoys and places his three markers on the three middle squares of the first row on his side of the board. Then you place a minimum of 5 buoys on the crossings of the grid in your half of the board, but not on the corner points! You alternate turns and have only one possible

move: you move a marker on a free adjacent square, but only if one crossing of the separation line is occupied by a buoy; after you move the marker you relocate the buoy to the second crossing of the separation line. You cannot reverse a move in your next turn and you must make a move if you can make one. You win when you can place

two markers on the starting line of your opponent or when a player gives up or when players decide on a draw.

If you want to play a tournament, you can either in League Play award three points to the winner of a game and one point to each player for a draw, and each player must play against every other player or play a "best-of-five" Knockout Tournament, a win is worth one point and a draw ½ point, you must reach three points to win.

Sia Doble is a development of Sia Sola, which is a solitaire game, in which you must switch positions of two big markers using a given number of buoys in given starting positions. Sia Doble is the same challenge for two players, the seemingly unimposing buoys are the key to the game as the open and close separation lines for moves, but they themselves can only be relocated by moving a marker. Intensive planning ahead and spatial thinking are necessary, already when placing buoys at the start! ☒



INFORMATION

PLAYERS:
2

AGE:
8+

TIME:
30+

Designer: O. Schaudt, H. Simon
Artist: Christine Conrad
Price: ca. 40 Euro
Publisher: Pegasus Spiele 2012
www.pegasus.de

EVALUATION

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

Comments:

Wooden board * Development of Sia Sola * Needs good planning and spatial thinking

Compares to:

Sia Sola and all Placement games with the goal of placing own markers in the opponent's space

Other editions:

Currently none



SINGSTAR DAS BRETTSPIEL

RING OF FIRE FOR AN OLDIE



Alone or in teams you sing songs according to specification. The board is set up according to your choices. Your marker should work its way around the board from amateur to wannabe to advanced, starlet and singer to the Singstar finish spot. You always have to complete the task according to the location of your marker. Task in this game

relates to the number of players and the performance itself; you might have to sing alone or in a team or a duet or in a duel against another team. You turn the spinner to determine a category - Singer, Hit, Rock, Female Singer, Pop, German Song, Band, Oldie or English Song - and draw a Song Card for a cue according to the level of difficulty agreed



on at the start of the game.

You choose a song that has not been done before in this game, either corresponding to the category or to the cue in one of the four languages; the song must only fit either the category or the cue! Now you perform the song according to the task. The refrain or one verse of the song is sufficient, you can improve the performance with movements; the more individual and groovier you can manage the better, because at the end your performance is judged. All players not involved show their score card; one card with the best score is deleted and then you move your marker on the track accordingly. If you reach the finish first by reaching the Singstar spot or if you are in the lead at the end of the game, you win.

This funny and well-made idea works as well in a family as it does for big groups and enthusiasm is more important than singing abilities, but you should know some songs! ☑

INFORMATION

PLAYERS:
3-12

AGE:
12+

TIME:
45+

Designer: Andrea Meyer

Artist: Ideenfabrik

Price: ca. 30 Euro

Publisher: Ravensburger 2012

www.ravensburger.de

EVALUATION

Singing and party game
With friends

Version: multi

Rules: de

In-game text: yes

Comments:

Task cards in four languages * Good mixture of cues * Works well for all numbers of players

Compares to:

Hossa

Other editions:

Currently none



SPEEDWAY CHAMPION

A TRAINING ROUND AND FIVE RACES

10+

Fantastic motor bikes with helmeted drivers - when you open the box you immediately want to take out the playing pieces and start the race. This we can do in two versions, either as a training race of one round, in which your aim is not to fall off or make any other mistake, or in a race. In the training game you get familiar with the acceleration dice

and also the general movement of the motor bikes based on the use of the track device. The order of play during the game is determined by the position of the driver on the track. The position of a bike is always determined by the front part of the front wheel, any measurements start from this point. If you manage one round and pass the finish line

you win the training race.

In the real race you can repair your machine between races and can make tactical use of the fall and luck markers. For the first four races you receive 4., 6, 8 and 10 tuning markers and in the finale you then drive a brand-new machine, for which you receive four tuning markers and special finale tuning markers. You can use tuning on engine, chassis, wheel and Gears by placing tuning markers on your own machine board. Wild Cards can be used by players who have fallen far back; for the first three positions in a race you score 3, 2 and 1 point plus the same number of tuning markers. If you take a fall you leave the race without scoring in it.

The combination of rather simple rules and the exceedingly nice miniatures makes the game especially enticing, you want to start playing immediately and can do so with the training race! ☑



INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
45+

Designer: Jan Jalůvka

Artist: Tomáš Hýbler

Price: ca. 30 Euro

Publisher: Stragoo Games/CBG 11

www.czechboardgames.com

EVALUATION

Motorbike race game
For families

Version: multi

Rules: cz de en pl sk ru

In-game text: no

Comments:

Fantastic miniatures as playing pieces * Simple rules * Training round and five races * Machine can be tuned individually

Compares to:

All other race game, especially motorbike races

Other editions:

Currently none



TERRA EVOLUTION

VOM PRIMEVAL SOUP TO MAMMALS

10+

The evolution of life on our planet - Terra Evolution simulates those developments. In the card game of a total of 208 cards there are Population cards, Species Cards, Continent cards and catastrophe cards.

You make up your own display in your area of the table - a planet made up from continent cards and animal varieties played

next to those continents; this is supplemented by card stack, population stack and fossil stack made up from fossilized species. In the middle of the table all population cards and cards available for buy are stacked. In your turn you a choice of several actions; you need not resolve all of them, but those you do you must do in order, you cannot



change the sequence: Play a population - play a species - play a continent - play a catastrophe - buy a card or take on from the fossil stack - final actions. Species cards with the exception of Bilateria cards demand the presence of other species cards; when you replace one species with another the replaced one goes to the fossil stack. All continents of a player must be different and for catastrophes played on an opposing continent you pay the activation cost and must play them on continents with a species card and corresponding impact area. You win with 10 to 15 fossil points, depending on the number of players, and a minimum of one mammal and one bird card.

Terra Evolution is a deck building game with strong interaction; the catastrophes offer many ways to disturb the opposing development and to acquire cards for your own deck; the topic has been well implemented and you have a good choice of strategic possibilities. ☑

INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
45+

Designer: Rantala, Wiik, Hintsanen
Artist: Esa Wiik, Chares R. Knight
Price: ca. 25 Euro
Publisher: Mindwarrior Games 11
www.mindwarriorgames.com

EVALUATION

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

Comments:
Also good as a family game * Topic very well implemented * Low chance element * Many tactical and strategic possibilities

Compares to:
Other deck building games

Other editions:
English and Finnish editions



THUNDERSTONE

BELAGERUNG VON THORNWOOD

1

Thunderstone is a game within the genre of the so called deck building games.

Players are adventures on the search for a thunderstone. In this third expansion another Thunderstone, The Stone of Pestilence, must be found in in the forest of Thornwood. Heroes assemble in Wulfburg at the edge of the forest. But this time the Creatures of

Doom not only guard the stone, but attack the city.

Each player accumulates his own deck, with abilities and equipment for his team of adventurers. A display of cards is prepared according to specific rules. Then, in your move, you must visit the village, enter the dungeon or rest. Used cards go to your personal discard pile, destroyed cards go

out of the game. In the village you can acquire cards. In the dungeon you must use all cards in your hand; when you rest you can change or destroy cards. At the end you win with most victory points in your deck.

The basic rules of Thunderstone or Drachenturm apply, supplemented by two new mechanisms: „Raub“ is a monster characteristic; when a monster with this ability is placed into the dungeon the effect is resolved immediately; if a decision is necessary it is taken by the active player. „Raub“ appearing at the start of the game is not resolved. „Lauer“ gives a „Lauer“ marker of this monster to the active player, who must suffer the consequences of this effect at the start of his next turn, regardless of the action he takes. At the start of the game „Lauer“ is not implemented.

Interesting new mechanisms make „Belagerung von Thornwood“ attractive to all Thunderstone players, you can use the cards only with Thunderstone or Drachenturm. ☑



INFORMATION

PLAYERS:
1-5

AGE:
12+

TIME:
var

Designer: Mike Elliott
Artist: Jason Engle
Price: ca. 22 Euro
Publisher: Pegasus Spiele 2011
www.pegasus.de

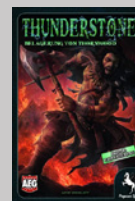
EVALUATION

Adventure game with cards
With friends
Version: de
Rules: de en
In-game text: yes

Comments:
Needs Thunderstone or Drachenturm to play * Gaming experience necessary * Basic deck building mechanisms, complex rules

Compares to:
Dominion, Nightfall, Thunderstone and other deck building games

Other editions:
Thunderstone: Thornwood Siege, AEG



TIPTOI TOM & TINA

DAS TAL DER TEMPEL



In the second adventure audio game, featuring the tiptoi pen, you go treasure hunting with Tom and Tina in the jungles of Mexico. Tom and Tina want to meet their uncle in Mexico, who is exploring old temple pyramids there. During their journey to the Valley of the Temples the clues that there might be a hidden treasure of the Mayas to

be found somewhere become more and more frequent. Therefore Tom and Tina need to reach their uncle as quickly as they can to start the search for the treasure. But there are few bad guys who want to beat them to the treasure. Thus starts a gripping race in which players solve puzzles with brain and dexterity to find the treasure.



Using the box bottom, a big cardboard pyramid and five different landscape boards the scene of the adventure is assembled and you set out the lorry including the gear shift and the walky-talky. When the files have been downloaded to the pen, the pen guides you through the adventure; when you touch the symbols on the board you receive information, hints or instructions; for each task the game master tells you what you have to do. Players often can decide themselves where they want to look or if they want to hear a hint or a part of the story again. You can also play a task again that has already been mastered once. When you play in a team of two or three you can confer and decide together what to do; you can also stop at any time and resume play later. In Mexico, too, Tom & Tina offer challenging puzzles and tasks, lots of information and a fascination playing experience of listening, considering, mastering tasks and tension! ☑

INFORMATION

PLAYERS:
1-3

AGE:
7+

TIME:
30+

Designer: H. Glumpler, M. Teubner
Artist: Franz Vohwinkel et al
Price: ca. 35 Euro
Publisher: Ravensburger 2012
www.ravensburger.de

EVALUATION

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

Comments:
Series: Tom & Tina Hör- und Spielabenteuer * Very nice components, 3D board and lorry * Tiptoi pen not included * Free download of necessary files

Compares to:
Tom & Tina Die geheimnisvolle Maske

Other editions:
Currently none



UPON A SALTY OCEAN

SALT, FISH, BUILDINGS AND MONEY

The wealth of Rouen at the start of the 16th century has been generated from fishing and the trade with salted fish. Players are merchants in the city and invest money into ships and buildings in order to be the richest merchant when King Frances I. visits the city.

The game is played over five rounds comprising three phases

each - Events, Actions and End of Round. Events are turned up at the start of the round, they result in checking of market prices and determine the actual weather; ships in open waters are not affected by weather changes. The Action phase comprises a variable number of rounds, in which players in turn resolve an action or pass; for the actions

City (You buy either a saline or a building), Harbor (Build a ship, move commodities), Navigation (go fishing or go to Rouen) or Market (buy or sell) you pay the current costs, which rises with each implemented action of this type, up to a maximum of 10. In the phase of End of Round the special abilities of buildings are used; you produce salt, earn rent or interest; if necessary you pay interest on your debts; the price for actions is then reduced to 0 for the next round and the wealth of each player is - if necessary - adjusted to the limit based on his available or not available buildings.

At the end of the game after five rounds some buildings bring additional income independent from wealth limits. The richest player wins this game, which nicely catches the flair of this harbor town and offers the same strategies to all players to optimize limited resources; despite knowing the strategies you do no mind to play again! ☑



INFORMATION

PLAYERS:
2-4

AGE:
13+

TIME:
100+

Designer: Marco Pranzo
Artist: Lamberto Azzariti
Price: ca. 34 Euro
Publisher: Giochix 2011
www.giochix.it

EVALUATION

Resources optimization
With friends
Version: multi
Rules: e n fr it nl
In-game text: no

Comments:
Very attractive design *
Rather uniform strategies *
High replay value

Compares to:
All games with a city development topic and use of buildings

Other editions:
Rio Grande, Rock Games



WELT DES FILMS

FROM CASABLANCA TO HOLLYWOOD

With „Welt der/des“, featuring topics from Wine and Beer to Haute Cuisine, Automobiles and Books, HUCH! and friends has created a successful range of quiz games; the latest edition to this range is “Welt des Films” which ask for lots of facts on this topic. The four betting tables, featuring images relating to a cinema, are laid out around the

scoring disc; each player takes his star marker for the scoring track and three bet discs. At the start of the game you decide on a number of question cards, the amount of cards determines the duration of the game, 12 cards take about 45 minutes. The questioner of the round reads a question of his choice from the top card and then all



four answers one by one, at least one answer is wrong. If you believe that an answer is correct you place one of your bet discs on the corresponding betting table; and of course you can give a guess at three different answers. When all bets for all answers have been placed the card is scored. If you bet on one wrong answer you do not score for this round. If all bets that you placed were correct you move your star marker as many steps as you placed bets. As in all other editions this mechanism works well, somehow the knowledge that more than one answer could be correct makes one take risks, which is intensified by there being no penalty for a wrong answer except not advancing your marker.

This is a must-have for all fans of the silver screen; the questions are geared to make one curious even if one is not a fan and entice you to push chairs and popcorn! Challenging, informative and entertaining! ☑

INFORMATION

PLAYERS:
2-5

AGE:
14+

TIME:
45+

Designer: not stated
Artist: Sabine Kondirolli
Price: ca. 20 Euro
Publisher: Huch! and friends 12
www.huchandfriends.de

EVALUATION

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

Comments:
Elegant design * Well-working, good mechanism
* Attractive selection of questions * A must for film aficionados

Compares to:
All other games of the “Welt” series

Other editions:
Currently none



ZÜNDSTOFF

THE GAME OF EXPLOSIVE QUESTIONS



As the name tells us, there are explosives in the game, meaning that there are indiscreet questions in the categories of Daily life, Fiction, Sex, Culture, Macabre, Philosophy and Progress, all posed with a twinkle in the eye. The same twinkle is also present in the rules - Game version 1 simple tells you “Use the game as you like, invent your own rules,

have fun with it” and then takes pity on us and recommends turning to Version 2 of the game. Version 2 uses the category die, all players with the exception of the one asking the questions answer the question and then all players choose the answer they like best - in case of a tie the person who posed the question has two votes - whoever collects

most votes wins the round and scores a point. You can also have all players judge the answer of one player or you can agree at the start of the game that only truthful answers are allowed and so on and so on and so on. Another interesting suggestion for the use of the questions is to use the questions without answering them as basis of an animated and open discussion, maybe on “What is innocence?” or “When can one talk about a fulfilled life?”

As in all those questions games featuring questions that delve rather deeply into the private life or the dark side of any person, the fun of the game solely depends on the players - ready repartees are necessary, for instance for an answer to the question “Which film character would you like to be?” and you must take care never to take a question personally; then Zündstoff can result in a celebratory fireworks which burns nobody's fingers, not even in the “Love” edition. ☑



INFORMATION

PLAYERS:
2+

AGE:
16+

TIME:
30+

Designer: Franz LeJeune
Artist: Martin Glück
Price: ca. 12 Euro
Publisher: Moses Verlag 2011
www.moses-verlag.de

EVALUATION

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

Comments:
Standard mechanisms
* Rather private or embarrassing questions * Available also as “Zündstoff Liebe”

Compares to:
Question/answer games for adults

Other editions:
Zündstoff Liebe



BIG BOBBY CAR SICHER IM VERKEHR

Publisher: Noris Spiele

5↑



Road safety education, assisted by Big Bobby Car: Each marker starts in House A or B, the car and road tiles are split into two stacks. All try to reach school or nursery school as quickly and as safely as they can. In your turn you first answer a question on a traffic card - if your answer is correct you roll the die and move on. On a red square you must stop (Road Crossing!). You can cross the road in your next turn either with "green" on the Traffic Light. Unguarded crossings can only be crossed by turning up a tile showing an empty road. If there is a lollipop man you need to roll a 4, 5 or 6 to cross the road.

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

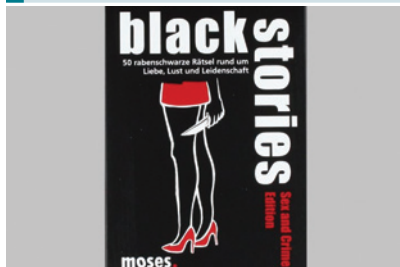
Road safety game for 2-4 players, ages 5+

BLACK STORIES SEX AND CRIME EDITION

Publisher: Moses. Verlag

Designer: Corinna Harder, Jens Schumacher

4↑



The story teller is called the monarch; he reads the story on the front of the card. The other players are his people and may pose any questions, but in a form that can be answered with yes or no. The monarch can give hints or deviate players from totally wrong assumptions. The answer on the back of the card is the only correct and acceptable solution. The Sex and Crime Ages Editions introduces 50 new puzzles full of passion, cuckolded partners and more on the deadliest side issue in the world!

Version: de * Rules: de * In-game text: yes

Deduction and narration game for 2 or more players, ages 12+

CAPTAIN SHARKY ANGELSPIEL

Publisher: Die Spiegelburg

4↑



Fishing games are among the first games introducing rules for toddlers; this version is targeted children of age four. The sea is simulated by a very lovely illustrated cubic box and the inmates should be fished out as usual with a magnetic rod. In your turn you have two tries to fish out a fish - but you may not rotate the rod and may not look into the sea. When something sticks you take it out and take it for yourself. The pirate's hat is worth 2 points at the end; the boat deducts a point from your score.

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

Dexterity game for 2-4 players, ages 4+

CARCASSONNE MINI 6 DIE RÄUBER

Publisher: Hans im Glück

Designer: Klaus-Jürgen Wrede

8↑



The mini expansion Die Räuber features 8 landscape tiles with robber symbol, 6 wooden robbers and a tile for the Kornkreise expansion. When you place a tile with robber symbol you place your robber on the score track next to another player's follower or relocate it there. When this follower moves ahead, your robber scores half of the points this follower moved for your follower; the robber goes back in stock. If your follower moves due to robbed points he takes a robber that might be next to him with him, this robber acts later. A robber must always take the next available points.

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

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

CROSSBOULE C³ JUNGLE

Publisher: Zoch

Designer: Mark Calin Caliman

6↑



Variant of Boules, featuring soft balls, playable everywhere! The small target boule is called "Jack"; if you throw it, you determine how everybody throws their boules, "left hand only" or "roll them" etc. You try to get your own boules as close as you can to Jack. You can play "Dog eat Dog" or in teams. First you throw Jack; then each player in turn throws one of his boules. When all are thrown, you score for lowest distance to Jack and for combos that are formed by one or more of your boules touching Jack. With 13 points you win a set, with two sets you win the match. Two-Player Set, color version Jungle.

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

Dexterity game for 2 or more players, ages 6+

THE AMAZING SPIDER-MAN MEMORY

Publisher: Ravensburger

4↑



The well known game mechanisms of memory are here used for a game based on the new Spider-Man film; 72 cards form 36 pairs and show images from the film. As usual, you play according to standard memory rules: In your turn you reveal two tiles. If you have found a pair, you keep it and can turn up another pair of cards. If you have turned up different images, you turn both tiles over again and the turn passes to the next player. When all pairs have been found and taken you win with most pairs.

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

Memo game for 2-8 players, ages 4+

TICK TACK BUMM COMPACT

Publisher: Piatnik

Designer: Los Rodriguez

4↑



This game of words offers an attractive combination of association elements with action elements. You have cards with groups of letters or syllables and a special die that sets the location of the letters or syllables in the word you must name. The bomb is activated and players in turn name a correct word and pass the bomb to the next player. If you hold the bomb when it "explodes" - it makes noises reminding you of an explosion - you get the letter card of the round. You may only pass the bomb when you have found a correct word corresponding to the demands of card and die. Compact edition, the cards are stored inside the bomb! Version: de * Rules: de en fr nl * In-game text: yes

Vocabulary and association game for 2-12 players, ages 12+

TIER AUF TIER KLEIN ABER OHO!

Publisher: Haba

Designer: Klaus Miltenberger

5↑



World champion ship in animal pyramid stacking! All animals need to be stacked in one pyramid only. The crocodile serves as base and each player gets one animal on each kind. You roll the die: For one pip you stack one animal onto the pyramid, for two pips you must stack two animals. For the hand you give one animal to your fellow player to stack in the pyramid. For the question mark you opponent names an animal that you must stack. If you roll the crocodile you can put an animal on the table in a way that it touches tail or muzzle of the crocodile, thus enlarging the base area. If you can stack your last animal, you win! Version: multi * Rules: de en es fr it nl * In-game text: no

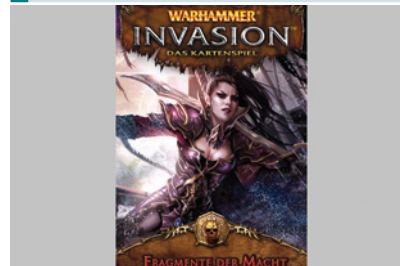
Stacking game for 2 players, ages 5+

WARHAMMER INVASION FRAGMENTE DER MACHT

Publisher: Heidelberg Spieleverlag

Designer: Eric W. Lang

4↑



The Core Set holds four pre-constructed card decks for Empire and Dwarves against Orks and Chaos. With Battle Pack cards you can adapt Core Decks to your preferences and strategies. The card types in the game are Unit, Tactics, Quest, Support and Draft. Aim of the game is to set fire to two out of three regions of the opposing capital. The Blutquest/Bloodquest Zyklus is the 5th cycle of Battle Packs. Fragmente der Macht/Fragments of Power is the 2nd pack in the cycle with cards 21-40. Druchii fleets and raging hordes are gathering round Ulthuan - the fate of the High Elves is at stake and depends on strength and will power of one hero only! Version: de * Rules: de en es fr * In-game text: yes

Battle Pack for Warhammer Invasion, for 2 players, ages 13+

HUGO KASTNER RECOMMENDS

JENSEITS VON THEBEN

ARTIFACTS - EXHIBITIONS - CONGRESSES

Dear Reader! The name of the game, „Jenseits von Theben“ evokes associations with the John Steinbeck classic „East of Eden“, at least in German. Probably this has not been a deliberate allusion by Peter Prinz to the classic novel by the American star novelist which was put on screen starring James Dean. Such an allusion would definitely not have been necessary for this topical and aesthetic master piece by the Austrian designer. The first, graphically as yet rather uncouth version from 2004 was sold out in a very short time, due to the extraordinary quality of the game mechanism, and the second, updated edition by Queen Games deserves an even bigger accolade. East of Thebes, that is, to the south and east of the well-known excavation site, up to four hobby archeologists - this is the role that each player assumes in this game - explore and search the famous tells (ruins hills) of Mesopotamia, Crete, Egypt and Palestine. A time mechanisms, rarely used in games before this one, makes the years shortly after Schliemann's works in Troy pass in the blink of an eye. Please visit the Austrian Games Museum in Leopoldsdorf, where as a guest you can again enter new "old" worlds.

Website: www.spielen.at

In the light of the lamp the Queens box as usual offers sumptuous components for the trip back into ancient times: a practical, not oversized board, 100 cards in the categories of Exploration, Exhibition and Overview; wooden markers and time pieces; a cloth bag for each player, filled to the brim with excavation tiles, some excavation permits and four chronocles (what a word!). This is supplemented by a colorful and easy-to-read rules sheet. What is the thematic purpose of the game? A trip around European cities at the start of the 20th century (Warsaw, Moscow, Berlin, Paris, London, Vienna and Rome) which en-

ables us to collect enough information for successful excavation expeditions to Mesopotamia, Greece, Crete, Egypt and Palestine. The findings can later earn you much prestige when mounted in exhibitions. Furthermore, conferences are held which also enhance the prestige of the archeologists. But all this is a race against time, because relentlessly trickles away in the sunken centers of old. The flow of this excavation race is incredibly interesting, as the playing order is not governed by a lengthy fixed scheme. The playing order is solely determined by the explorer in last position on the time track, which is graduated in weeks. This explorer has an action, maybe even several times in a row. He has a choice of four options: 1) Acquire an Exploration card; 2) Exchange a card display 3) Mount an exhibition and 4) Excavate.

In an excavation the chronocle comes into play; it is a kind of spinner which decides how many items an archeologist can dig up in a number of weeks he determines himself. The decision for or against a high number of excavations is one of the main criteria in the game. Everything costs valuable time, which can be made use of by opponents. Furthermore, within one year - there are three all in all - each area can only be explored once by an archeologist. The game ends with the end of 1903, when all markers have reached the 52nd week on the time track. Now the game is scored: Artifacts (valuable shards), exhibitions, conferences and special knowledge for certain excavation areas acquired in libraries earn you points. If you have shoveled up the biggest amount of victory points, you will return victoriously to „Diesseits von Theben“. ☑

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

RECOMMENDATION #82

PLAYERS:

2-4

Designer: Peter Prinz

Artist: Michael Menzel

Price: 25 Euro

Jahr: 2007

Publisher: Queen Games

AGE:

8+

TIME:

60+

Taktik Info± Chance

„Jenseits von Theben“ has an incredible dense flair, which might fascinate all players with a one-hour-adventure trip. Emphasis on „might“! Because sometimes it can happen that against all statistic probabilities one player gets all the artifacts and the other one only loose sand, which, as we all know, escapes your fingers. Such is life, so unpredictably can the chance element override all tactical refinement.

Hugos EXPERT TIP

Please advise a new player in the game that the probability to discover valuable items decreases with every item that has already been excavated in an area. The reason for this: Rubble tiles are put back into the excavation bag. And hand the clear overview cards to a newcomer. They tell him what can be found in theory in an excavation site.

Hugos FLASHLIGHT

As to the topic, „Jenseits von Theben“ is a wonderful game, with a strong interaction of travel nerves, love of adventure, excavation tension and cosmopolitanism. The mechanism of time passing in weekly allotments needs adjustment, but soon introduces an interesting interaction of Chronos and Kairos, that is, real time and time felt. All aims at excavations, conferences and exhibitions - and yet the subjective feeling of eternally fascination ancient times remains. „Jenseits von Theben“ is really a wonderful contribution to the very important axis of „Game and Science“.

PREVIEW

DIE GÄRTEN DER ALHAMBRA
Among lemon and orange trees



IMPRESSUM

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

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

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Icon explanation

Solo Play

Two Players

Large Groups

8+ Recommended Minimum Age

GABIS explanation on page 5



INFILTRATION