

# win

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## AFRICANA



INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 55 GAMES



TO THE PEAK OF YR WYDDFA

# SNOWDONIA

A RAILROAD TO THE MOUNTAIN TOP



Smiling a bit to myself when reading the first lines of the rules, because they are talking about mountains, whose peaks can only be suspected within the low-ranging clouds - the highest mountain, the Yr Wyddfa or Mt. Snowdon (is not pronounced like snow/Schnee, but with an "e") is about 1.085 meters high. We are in Wales, to be more exact in the north of Wales, in the third biggest British National Park. The region also goes by the name of Snowdonia or, in Welsh, Eryr, which translated into English means Eagle's Lair.

This region is a favorite destination for day

trips due to its picturesque scenery and this might have been one of the reasons for the decision, made at the end of the 19th century, to build a cog railway to the top of Mt. Snowdon, with a track width of 800 mm. This railway is the only cog railway in all of Great Britain. The construction was started at the end of 1893 and after a bit more than a year the first train reached the peak station in January of 1896. The official opening took place at Easter of the same year. This game tells about the creation of this cog railway.

The box cover shows a team laying track to the top of Snowdon. The game board fea-

tures the mountain as a central element, albeit only slightly indicated so that the areas of the board are better visible. In the left-hand lower region you find the starting town of Llanberis, where each player puts one of his men. A second man is placed into the adjacent Pub.

Beginning in Llanberis, the stations are displayed in ascending order of their numbers! Please note that in case of 1, 2 or 5 players a different arrangement of stations is used. You play with the yellow side of the board, the blue one belongs to a version. How to set up the game is described on two very extensive pages in the rules which answer all possible questions. Simply keep to this set-up and implement it step by step, then the set-up will not be a problem and you will not keep guessing what the symbols might mean, like we did before we finally decided to consult the rules.

Onto the track cards you place the number



of brown rubble pieces according to the number on the card. In the stations, too, you place the indicated number of brown stones onto the top buildings. 7 iron, 4 stones and 2 coals are placed on the three resources areas and the action areas are adapted to the current number of players. The course of the game is simple and explained within 10 minutes. In turn, you place your two workers into the seven action areas. With the exception of the last area there is a limit of worker capacities in all those areas. It is important to know that when placing workers you can occupy and spot of your choice marked in those areas, as the order in which the actions are then implemented later on often is very important.

You implement actions from action area A to action area C under adherence to the

#### Kurt Schellenbauer

*When the weather doesn't create havoc and you don't disappear in fog then you might achieve a plan that will stand. Knowledge of all order cards and the special bonuses connected to them is essential.*

order of the workers placed there. Actions that were chosen by placing a worker there must be implemented and cannot be simply forfeited. This very effectively bars a destructive way to play. Workers are given back to their owners after implementation of actions.

Action A yields resources from the three resources areas. You can never take more than one unit of coal. As resources are limited in numbers it can happen that you get nothing. The player who chose the last spot in Area A will be the next starting player.

Action B allows players to remove rubble. The amount of rubble you can remove depends on the speed-of-work track. The marker on this track indicates the amount of 1-4 pieces. You take those pieces into your personal stock.

Rubble cannot be removed in any way that you like; you must always start on the track card next to the starting station and work your way up the mountain to the peak station. Stations along the track are also freed of rubble. For freeing spots on the stations a player scores the number of victory points marked there. Should there be no rubble to remove the action is replaced by a building action (more on this in a minute).

Action C enables you to change resources up to three times, either 3 orange iron units into one steel unit or 2 rubble units into one stone unit. You can also combine those two exchanges. You must consider that the stone is drawn from the black resources stock bag and you must pay attention if one is available from there. For me this restriction is pure nonsense, as the resources of

players are public and therefore can always be counted and added up. Why inflict a penalty if someone makes a counting error? Resources in such exchanges go into the bag; rubble is taken out of the game.

Action D enables you to lay down track. How many sections of track you can place is again determined by the speed-of-work track; either one or two sections will be possible. For each rack card that you place and that is already free from rubble you discard one unit of steel and turn the card over to its track side and mark it with your ownership marker.

Buildings can be constructed using Action E. To be able to set up a building the track in front of the station must be free of rubble. The track need not be built and it is also irrelevant if there is still rubble in the station. To construct a building you discard stones or steel, score the victory points marked and place one of your ownership markers.

As soon as the action Buy an Engine is available (more on this later) you can use Action E also to buy an engine/locomotive. Six out of seven locomotives are available in the game. To buy such an engine you pay one or two units of steel. Locomotives have two functions; if you discard one coal (or two coals in case of one of the engines) hire a worker from the pub for the current round and can do one additional action.

If you want to do this must be always announced before you place your first worker - so pay attention to the number of available action spaces, because the worker costs you one coal and this resource is very limited during all of the game and very often there is not enough of it.

The second function of a locomotive is allowing you additional actions or improvement of actions when implementing them. So you can remove more rubble (B), receive more resources (A), may build more tracks or pay only 2 iron when exchanging resources instead of 3 iron, and so on.

Action F enables players to take one of the openly displayed action cards. Those cards give you an instant action in the course of the game which is limited to one action or sometimes limited to the current round. Each card has also a presetting for additional victory points which you score at the end of the game. And, finally, in Action G you move your marker away by one step from the starting station. This marker is called Surveyor and can reach the next station even when there is still rubble on the track. Should there be an order card still in position 1 it is discarded and the display is replenished to three openly displayed cards. The card now on top of the draw pile of order cards determines which weather disc is activated. Possible weather discs are Sun, Fog or Rain. The two weather discs on dis-



## 40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

With this edition of WIN we start a new column - **ENCOUNTERS**, where we will focus on those personalities - especially game designers - who make our gaming community - and also our publication - happen. Christian Huber will present all those people about whom it is rewarding to know more than the name on the game box. In 2013 we will meet 14 personalities from the games community and get better acquainted with them.

When you, dear reader, look at this October issue of WIN, you have recently received our special Essen issue. With this issue we will the gap that was created with the last issue. And we are already working on the next issue.

You will receive lots to read over the next weeks and that is necessary, because already in February the International Toy Fair Nuremberg will bring us yet another lot of new and wonderful games!

So have fun with reading this issue and if you want more information, take a look at our database LUDORIUM, at <http://www.ludorium.at>.

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The printed edition of our games Handbook **GAME BY GAME** is published and can be bought at the SPIELBOX-SHOP. Infos: <http://www.gamescompanion.at> ☑



play are moved to the left and the new disc is added behind them.

The disc on Position 1 changes the weather. In case of Sun the two markers on the speed-of-work track are moved to the right and result in the possibility to build more track or to remove more rubble in the next round. In case of rain those discs are moved in a way that you will be less productive in the coming round. In case of Fog the actions of removing rubble and build track are not available. Then you discard the disc on Spot 1.

At this point in the game the storage places are refilled. Depending on the number of players you blindly draw resources from the resources bag. It can happen that you draw one or several of the five white event cubes. Those cubes are placed on the event track. This track contains one spot which makes the locomotives available; from this moment on you can by locomotives using Action E. Other spots on the track result in removal of rubble and building of track by outside contractors. Such companies also can complete stations. One of the spots on the event track also demands servicing the locomotives. When you cannot manage to comply with this servicing of locomotives you must discard them.

These events considerably speed up the game, but for my liking the chance factor in that is a bit too high. One is planning on the next and next but one round and then by chance two white cubes are drawn and without a by your leave the cleared tracks might be gone or stations might be finished.

The game ends at the end of the round in which the last track section of the railway has been built. In case of two players the end can happen earlier, that is, then when players run out of ownership markers to place. For scoring the game provides a pre-printed sheet on which you can enter your scores and which helps you not to forget any points.

You score the ownership markers on track and stations (buildings), the locomotive #4 earns you 9 points and the surveyor the points for the station where he happens to be located, the higher up the mountain the more points the scores. For completed order cards you score different amounts of points, those are manifold and to describe them would certainly exceed the scope of this review. The winner is the player with the highest score; in case of a tie there are several winners.

During my career as a games player a did play lots of games with a historical topic, but for this one not only extensive and exact research was done, but one has achieved extraordinarily well to combine historical events and the flair of building a

railway into a game that is easily playable.

Each of the locomotives and each of the stations are historically documented, and I will pardon the designers for inventing a few additional stations, that is, adding them to the track in order to create a playable track. All locomotives carry their historical names and it should be mentioned as an aside that today there are still four of the original locomotives running, one other needs only a boiler repair and yet one other is ready for a museum. Only locomotive #1 was destroyed at the opening day of the railway due to an accident.

Due to the near-to-reality use of weather you can nicely re-live how it is to build in rain or sunshine or must stop work due to fog. As you know the coming weather three rounds in advance (surely not possible when the real railway was built) the chance element provided by the weather is small. But, yet, we had one game when we had six times fog out of eight rounds and that lengthens the game incredible, because you have to think very carefully about how to distribute one's actions usefully after such a phase, because one is in danger of having the game run away due to the outside companies building nearly everything-

The rules are not only clearly structured but also easily understood and in case of questions you quickly find the relevant passages for clarification. One small incongruence has turned up, though: For locomotive #6 the rules state that the worker in the pub costs one coal, the card names 2 coals as the price for the worker. As the additional action of this locomotive is very powerful I would imagine that the price stated on the card is correct.

As my esteemed readers correctly suspect, yes, I like the game. I like it when the background story fits, the historical dates are correct and the mechanisms interact well. This is absolutely and 100% the case here. Aside from that we had good fun in all games and with all age groups playing. If there is something to say to the game's disadvantage it is the rather abstract flair of the turns. And yet, worker placement games, so the new name for this kind of games, need not be dry and abstract, as proven by Agricola.

The reason for this may be that you do not really build something in Snowdonia that you can touch. In Agricola you have a farm which you expand and you set up fences and breed animals on your land. In Snowdonia all build at the same track and the only think you have in front of you are the resources and accordingly the game reduces itself to the actions and that comes over as dry and abstract

But as in all games there are different approaches to Snowdonia, too, for instance the notice on the box mentioning proudly

that the game holds a lot of components. This might be an argument for a higher sales price and at first one is happy about it, but when the setting-up phase then is endlessly the enchantment vanes quickly.

The game plays nicely with all numbers of players, but still I cannot get enthusiastic about the solitaire game as I believe it to be unnecessary. It might help to get better acquainted with the flow of the game and to better understand the interactions of the order cards with the game and maybe some time in the future championships might happen, for which you then can train alone in your room. Otherwise I prefer the PC when I have nobody to play with.

During Spiel at Essen four promotion cards were available - two trains, Ivor the Engine, Jimmy and the Little Old engine, a station with an endless name and an additional action area H. These items are still available from the homepage of the publisher and are sent for a small remuneration for postage.

Finally, I can only congratulate Lookout and the designer on this game, because in a very close pack of good games at Essen it was one of the outstanding ones.. ☑

Kurt Schellenbauer

## INFORMATION

**Designer:** Tony Boydell

**Artist:** T. Boydell, C. Paul, K. Franz

**Price:** ca. 40 Euro

**Publisher:** Lookout Spiele 2012

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

PLAYERS:  
1-5

AGE:  
10+

TIME:  
90+

## EVALUATION

Worker Placement with a railway topic  
With friends  
Version: multi  
Rules: de en fr it  
In-game text: yes

### Comments:

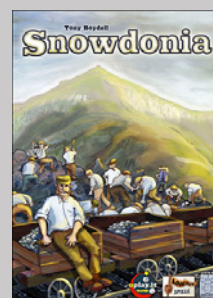
Historically authentic, nice topic \* All build one track together \* Chance element is not a deciding factor

### Compares to:

Basically all track building games

### Other editions:

Currently none



My rating:





MAGIC BY THE BOOK

# GRIMORIA

USE THE BOOK AND COMPANIONS

10↑

The world of Magic enchants all ages from young to old. To do magic can be learned by using different means, a magic wand, a magic hat or a magic book. Such a Book of Magic is used in Grimoria and is meant to demonstrate the magic of books.

The rules are very short and concise, which is due to Grimoria not being a complex game at all, which is a clear bonus. Another advantage is that the rules, contrary to many others that can be found in games nowadays, are very well structured and therefore easily understood.

Setting up the game takes maybe a tick longer, but setting up also provides a few important clues for the progress of the game. Before we can start to play the game order markers are set on the corresponding spots on the board, the start-up turn order is determined by random placement of the markers and is not important; turn order changes during the game. Who will take which position on the order track will be determined in each round by the spells chosen by the magicians.

Before the adventure cards are placed they are shuffled well and then stacked for a draw pile. Next to this draw pile one card is placed face down and then you place additional cards, according to the number of players, open-faced all in their respective places. The adventure cards are made up from Companion cards, which bring advantages to the players, and Location cards, which tell us that only Companions have an effect. Both kinds of adventure cards yield different amounts of victory points.

Another kind of card to be found in the game is treasure cards, which are also shuffled and stacked for a draw pile. This stack is placed on the table next to board. The treasure cards also comprise two different kinds of cards; there are some that result in an effect and are of advantage to the player, and there are cards that simply award victory points. The Taler/coins are placed next to the board. When you receive coins in the course of the game they always have a value of 1. Money is not kept secret; it must always be visible for all.

Players choose a color and receive a Magic Book, a Book Marker and a playing marker

in this color. Each player has one coin as his starting capital. The Magic Book contains all spells that can be cast and it starts with the easy ones and ends with the difficult ones.

There are limits from the start what spells can be cast, and those limits are indicated by the level of magic represented on the board. Depending on the number of players in the game the game starts with a different level of magic. When three are playing the starting level of magic is at position Five. This means that players can only cast the spells One to Five from their Book of Magic. The number of a spell is indicated by a number in the top left-hand corner of the book.

The board also shows spots for spells; those spots are used by players to indicate the spell they want to cast with their markers.

**Isabella Schranz**

*Grimoria is not the most complex game ever, but if you want to try something new, this short game is a good start!*

This is important because the spells you want to cast determine the order of play.

Game play in Grimoria is based on rounds. Each round is played in the same way, comprising three phases. Each Phase must be complete before the next one can start, which also means that all players are always in the same round.

The first Phase is the Spell Phase. In this phase all magicians play simultaneously by deciding on a spell that is within the range of available spells. To choose a spell magicians place their Book Marker into their Book of Magic and lay the book down closed. This indicates that the selection is complete. When all players have laid down their books, all open the book at the marked page, also all at the same time. Now each magician takes his marker and places it on the corresponding spell spot on the board. It is possible that several players cast the same spell.

Then the new order of play is determined. First all players, who chose a spell with a low level of magic and did chose that spell alone, on position 1 of the order track - for instance, if player Blue did choose Spell #1

## GAMES BUYER INFORMATION SYSTEM - GABIS

### STRUCTURE

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

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

### USER GROUP

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

#### Children:

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

#### Families:

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

#### Friends:

Young people and adults play together as equals

#### Experts:

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

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

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

### FEATURES

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

Empty boxes: This feature is neglectable or not present

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

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

Three colored boxes: This feature is dominant and essential

#### Chance:

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

#### Tactics:

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

#### Strategy:

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

#### Creativity:

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

#### Knowledge:

Cultural and educational knowledge, long-term memory

#### Memory:

Remember, learn by heart, short-time memory

#### Communication:

Talk to each other, negotiate, inform

#### Interaction:

Influencing each other, bluffing, auction

#### Dexterity:

Motor skills

#### Action:

Body movement, balance and reaction

### ADDITIONAL INFORMATION

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

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

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





and was the only one with this choice he is the new starting player for the next phases. The other players who were the only ones to choose a certain spell are ranked behind him depending on level of magic they have chosen. If a spell has been chosen by several magicians those magicians are ranked behind all those who were alone in choosing a spell. Whoever was in front in the previous rounds will be ahead now again, so that for those players the course of the games doesn't change much. All the same, this variation of the turn order makes the game interesting, because it ensures that rounds are different, especially as you do not want to use the same spell in every round, but want to vary them.

Then the second phase begins; the Adventure Phase. In this phase the turn order is of great importance. The difference between Phase One and Two is, that players do their turn simultaneously in Phase One but play in turn order in Phase Two, they do all their possible moves before passing the turn to the next player.

Each player can do three moves: The first move is to execute the spell that you chose and placed. It can happen that a player casts Spell #2 which forbids any kind of Black Magic for the rest of the round. This of course also goes for players who did choose black magic; their spells cannot be cast in this case. The second move allows a player to use the abilities of companions laid out in front of him. One must pay attention to the fact that abilities of some companions, like the Messenger, can only be used in this move and that abilities of other compan-

ions, like the witch, can be used anytime. The Messenger, for instance, allows you to take a coin from stock when the player is first in turn order. Should a player have the same companion laid out more than one he can use the abilities as often as he has that special companion.

The last move of each player in this phase allows you to take an adventure card from the display, but not from the discard pile. Here it is important to know that the display is not replenished with new cards. When the chosen card is a Companion you place it on on the table, a Location card is taken up into your hand without revealing it.

Phase Three is the preparation for next round. The adventure cards still remaining in the display are discarded open-faced and new cards are laid out. The discard pile is open-faced because you can look through it anytime you want.

The last step in this phase is the raising of the level of magic by one level, so that players have a wider selection of spells at their disposal for the next round. When the marker of the level of magic reaches the red spot of the track the last round begins and when that is complete the game ends.

To score the game each player adds his victory points and the player with the highest total wins. Victory points are accrued from coins, the values of acquired treasure cards and values of the adventure cards and also from the values of the effects which can result from adventure cards.

As you can see, basically all that you acquire during the game can be scored for victory points, which enables you to try different strategies to win the game. You can choose to rely on Companions and their abilities or collect money or locations. But, not surprisingly, a strategy using a well balanced mixture of all three „pure“ strategies will work best.

A core advantage of this game is that the rules do not leave one single question unanswered. The rules are clearly structured and you can find any information in the spot where you need it and where it works best. Again, this is something that is sadly missing in lots of games that were published recently.

The game mechanics are put together very simply and are made up from standard mechanisms: On one hand the mechanisms familiar from Trading Card Games employing Companions who help the player to make progress in the game, and on the other hand the game board which brings more variety into the game. Due to its simple mechanism the game is quickly explained and you start to play after a very short explanation. ☑

Isabella Schranz

## INFORMATION

**Designer:** Hayato Kisaragi

**Artist:** Eckhard Freytag

**Price:** ca. 20 Euro

**Publisher:** Schmidt Spiele 2012

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

PLAYERS:

2-5

AGE:

10+

TIME:

30+

## EVALUATION

Fantasy card game

For families

Version: de

Rules: de en jp

In-game text: yes

### Comments:

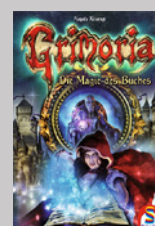
New edition of Grimoire, One Draw, 2010 \* Winner of Essener Feder 2012 for the rules \* Winner of Graf Ludo 2012 for the graphics \* Easy entry into the game

### Compares to:

Fantasy games on magic spells in general; trading card games for mechanisms

### Other editions:

Z-Man Games, USA, One Draw/Japon Brand, Japan



My rating:





THROUGH THE SEASONS WITH A DICE ROLL!

# SEASONS

**A GAME WHERE LUCK IS VERY IMPORTANT**

When I learned the ... basic concepts of SEASONS I was very curious to test it a.s.a.p.: a game that combine a phase of "card draft" (like 7 WONDERS), a "resource collection" with dice and the use of cards to generate special action (as in "MAGIC") should have a certain appeal, I thought.

So we rushed SEASONS on our gaming tables and we tested it a few times: unfortunately I must admit that this IS NOT MY GAME and the final note at the end of this review will explain my disappointment. If the game had a play time of, say, 30-45 minutes (like 7 Wonders) probably my note could have a couple of points more, but between novice players you have to consider about 2 hours to play Seasons, and even after 4-5 games the playing time is surely over the 60 minutes written on the box. Probably the 60 minutes target may be reached after many more games, knowing by heart all the cards and most of the best combos, but unfortunately I surrendered after 5 test

and I think that I will not return again to this game. Please note that this is my personal opinion and that some of the other players involved in our test liked the game instead so this it is only a question of "tastes".

All that said I have now to justify this bad opinion and of course I will do after having explained how the game works. Usually I never write reviews on games that I do not like as I stop playing them after the first or second game and therefore I do not have enough experience to judge them. But Seasons has a wonderful rating on BGG (7,73 at the time of writing, in October 2012) and some of my friends (old players of MAGIC) were enthusiastic about it.

Inside the inviting box of Seasons we find a "round board", used to show the passage of time (four seasons of three months each) and the selling price for the different resources (they vary in each season). A second board is used to keep track of the Victory

Points (VP – called "crystals" in the game) and we all agree that it is too small for this task. Each player has an individual board used to keep track (with the help of three wooden cubes) of the collected resources, the maximum number of power cards that the player may have in front of him and a "bonus track" that may give some advantages to the player in exchange for the loss of VP at the game's end.

20 big "season dice" in four colors (Blue for Winter, Green for Spring, Yellow for Summer and Red for Autumn) will be used to show which and how many resources are available every turn and how much the turn marker will advance at the end. Every die has a different combination of icons and

**Pietro Cremona**

*A game with too much luck for my taste, but for which I can see why others might like it and will like it.*

the availability of the different resources changes from color to color: for example you may find more green "Earth" resources in the green dice than the other colors, and so on. Four sets of cardboard round tokens represent the four different resources (red Air, blue Water, yellow Fire and green Earth) and the player will pick up them following





the dice results and/or the card powers. A few round tokens are used to keep track of the "reserve" cards for the second and third "year" of play (more on them later).

Finally there are two sets of 50 POWER CARDS that are the real heart of the game as they are used to change its course with their effects and to collect VP. They are divided in two categories: "magical items" (purple symbol) and "familiar" (orange symbol). Each card has a name and shows the cost (in resources and/or VP) to play them on the table, its effect and the VP (called Prestige Points in the game) granted at the game's end.

The game has three levels: beginner, intermediate and advanced. The difference is determined by the number of different cards that are used: the "beginner" level uses only some of the cards from 1 to 30 and the set-up is fixed for each player (9 selected cards); the "magician" (intermediate) level uses all the cards from 1 to 30 and a random distribution of 9 cards to each player; the "arch mage" (advanced) level uses all the cards (including the more complex one between 31 and 50) and the usual random distribution of 9 to each player. The unused cards form a reserve deck.

The game start with a draft phase: each player look at his 9 cards, select one of them and pass the other to his left neighbor, then a new card is selected and so on until everybody has again 9 cards. Now each player must divide his cards in three mini hands of 3 cards each: the first 3 cards are used on "year nr.1"; 3 more cards are added at the beginning of "year nr.2" and the final 3 cards are taken at the beginning of "year nr.3".

Set up is finished: the turn marker is placed on the first case of winter and a first player is decided: he takes the five blue dice (or less if the number of players is 2 or 3) and throw them on the table. Then he select one of the dice, followed clockwise by the other players: the fifth die is not taken but the number of "pips" printed on his face under the icon (from 1 to 3) will indicate the number of cases that the turn marker will move at the end of the present turn.

The first player performs his season die actions: he increases his summoning gauge (the number of cards that he may play) if a "star" is printed on the die and collects resource tokens or one new card as indicated on the die. If the selected die has a "circle" around the printed icons the player may sell resources to the bank, earning VP as indicated on the round board for that resource in that season (for example and "earth" re-

source in winter will guarantee 3 VP, etc.). The player may also play a card from his hand on the table (just in front of him) if he already has the required resources/VP to spend.

Cards may be used in three ways: every turn, if they have a "permanent" symbol; every turn "upon activation" (spending resources or VP) if they have an activation symbol; or just once if they have a "play when enter" symbol. If necessary players may also activate the special bonus that they have available on their individual boards: trade two resources for two different ones; add one resource to the sales; add one point to your summoning track; draw two Power cards (select one and discard the other). The first "bonus" will cost you 5 VP at the game's end, the second 12 VP and the third 20 VP: you may use always the same bonus or any combination of them, one per turn.

The other players do exactly the same actions and the turn ends moving the turn track 1-2-3 cases (as indicated by the pips on the fifth die). Then the FIRST PLAYER marker is passed left-wise and the game goes on as we have already seen. When the token pass the last Autumn case and re-enter the Winter season for the first time the players take the 3 extra cards for "year nr 2" in their hands. When it passes the year end for the second time the last 3 cards are added to the hand and when it passes for the third time the game ends.

As you have already understood to be competitive in Seasons you must know very well all the cards and their effect (as it happens in MAGIC) as you must select the best possible combo during the draft phase: if you have too many useless cards you will not get the best bonus and you will surely lose, even if you may draw some extra cards during the game. Unfortunately also those extra draws are subject to lady luck and too often our table was remarked by someone crying "hurrah !!!" when getting some good cards or "porcaccia xxx ..." when poor cards were discovered.

You also need good dice rolls during the game in order to take the right resources at the right moment: unfortunately the "better" dice results are selected by the first or second player, so you are obliged to take what they leave to you ... but "of course" when you are the first player the infamous Murphy's Law will guarantee that you will never get the right results. So sometimes players may only look at the opponents building good combos and/or attacking them without any possibility to react until lady Luck will come to the rescue. Being a

doctor engineer I learned something about the "probability laws" and I know that on the long run luck tend to be well distributed, but what statistics do not say is the if you pass the first half of your game with bad dice and therefore you cannot play your best cards you will never recover even if luck comes back in the second part of the game!

And Seasons unfortunately is one of those games where luck is so important. As I said at the beginning this could not be a real problem if you spend only 30-40 minutes per game and then, probably, you would like to immediately have your revenge, but when I must spend 80-90 minutes under the inconstancy of luck I do not have any will to start everything again !

SEASONS of course has his own "good points" for players that like this kind of games: most of my friends were more than happy to search for gaining super "combos" and give great damage to their opponents and I do not forget that a lot of enthusiast players voted SEASONS on BGG, so ... I leave the game to them without a cry and I search for something more suitable to my tastes. ☑

Pietro Cremona

## INFORMATION

**Designer:** Régis Bonnessée

**Artist:** Xavier Gueniffey Durin

**Price:** ca. 35 Euro

**Publisher:** Asterion 2012

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

PLAYERS:

2-4

AGE:

14+

TIME:

90+

## EVALUATION

Fantasy card game

With friends

Version: it

Rules: de en fr it pl

In-game text: yes

### Comments:

Good basic mechanisms \* Implementation too chancy for me \* Playing time too long for the chance element \* If you do like that you will play a good game

### Compares to:

Magic

### Other editions:

Asmodee, Germany, Libellud France, Rebel.pl



My rating:





FROM KAIRO TO CAPETOWN

# AFRICANA

TREASURE HUNTING IN AFRICA

8+

Back to the 19th century - expeditions on the African continent create interest from different companies and the former colonial powers race each other to acquire the most remunerative exploration expeditions and treasures.

The game board shows the continent of Africa with many locations depicted as single stations on an overlaid network of connecting routes. The equator is marked with a

red line across Africa and thus separates the northern half from the southern half. Next to each station you find one or two symbols which are repeated on the travel cards; you need such cards to travel to stations. In two corners you find a picture of a book, that's where you place the wooden books which hold the order cards. Finally, in the bottom part of the board you find areas to display expedition cards and the board also offers an overview of the points you can score.



The cards comprise adventure cards, expedition cards and company cards and also travel cards and assistant cards. Assistant cards and travel cards come in five colors corresponding to the colors of the symbols next to stations on the board. At the start of the game you are assigned a color and receive an explorer marker and four company markers, all made from wood. Other game components are silver and gold coins. All in all the board is prettily done, the cards are clear and the various components are clearly structured and easily recognized.

As so often, in Africana too, the aim of the game is to acquire most victory points. Each

**Astrid Willim**

*Africana is a game in which several components are joined - a little planning is necessary to find the best route and yet the chance element is very strong due to the randomness of the cards. You must be involved everywhere early enough to avoid lagging behind. Timing is one of the most important elements of the game.*

of your turns offers you three different possibilities: You must decide if you want to draw two travel cards, buy an adventure card or move your explorer marker. You choose a starting player; he is assigned a certain color, that is, colonial power which is Italy. This determines how much money he has at his disposal at the start of the game. The colors and colonial powers for the remaining players are assigned according to seating order (Italy, France, Germany, and England). You begin with a joker card and an additional travel card. These cards come in five different colors (Magenta, Turquoise, Gray, Orange and Violet) and different symbols. You use those travel cards to move your explorer. The symbol on the card must correspond to the symbol located next to the station you want to reach. You cannot leave out a station, but can travel to several stations in one turn. Each travel card you play to move your explorer is discarded at the end of your turn. When you move your explorer, do not forget to join one of the expeditions that are laid out. As soon as you travel to the starting point of an expedition you can place one of your company markers on the card of this expedition in the bottom part of the board. This grants you the corresponding award which is marked on the board above the card - either one or two coins or an additional travel card. When you are first to reach the final station of an expedition all company markers on the card are returned to their owners and you take the expedition card and place it underneath your own company card. You also earn the number of coins noted on the expedition card.



Should you have played the joker card or an assistant card which are played like travel cards, you take them back in hand at the end of the turn. Assistant cards can be bought as an adventure card and when you complete such a card you can use the corresponding assistant for use as a travel card. The adventure cards also offer artifacts which are important for a special scoring at the end of the game. As soon as you complete such an adventure card by visiting the station marked on it the card is placed underneath your company card. In case of an assistant you can use the card instantly and you take the card back in hand after each use, as you do with the joker card. You can change the color of a travel card to any other color by paying five silver coins. There is a limit of five cards you can hold, a surplus must be discarded at the end of your turn.

The third choice you can make for your turn is to buy adventure cards. These cards are located on the wooden books in the corners of the board. At the start of the game only the top adventure card is visible. Each player may, when he decides to buy, turn over one card for free in any direction, each additional card he wants to turn over costs one silver coin. When you decide to buy you can only buy the two visible cards. It is also important to know that you can only buy cards in that half of the board where your explorer marker is currently located, but that the targets of those adventure cards are always in the other half of the board. Adventure cards you bought you must display openly, you can in theory buy as many as you want and can pay for, but should you have more than three such cards on display at the end of your turn you must discard the surplus. As soon as you reach the target station noted on the adventure card, you might be able to acquire - depending on the card - coins or an assistant; completed adventures are placed underneath your company card. You can look at them any time and score your victory points at the end of the game.

The game ends when you cannot replenish empty expedition areas. The current round is finished, so that each player had the same number of turns. Then the game is scored. Each player adds the victory points on the cards that he has collected underneath his company cards. Then you score the artifacts: If you acquired two artifacts of the same kind, you score six points, three identical artifacts score 12 points; each pair of different artifacts is worth two points and a set of four different artifacts is worth 10 points, but you can use each artifact only for one score. Should you hold more than one assistant card, you must deduct points

from your score - two assistants cost you five points, three or more assistants lose you 10 victory points. Additional victory points are earned with each pair of gold coins (= 10 silver coins), for any two travel cards and for each uncompleted adventure card showing an artifact. Should there be a tie in the score for victory points the winner is the player with most silver coins.

That's it. As you may have gleaned so far it is very important not to overlook the expeditions on display; it happens too often that one travels to a station and find out later that you have missed participating in an expedition, because one is so busy to plan ones travels and which adventure cards one wants to complete that one forgets to pay attention to new expedition cards in the display. Another important factor in the game is timing. Only if you manage to take part in many expeditions you will be able to collect enough coins to acquire the coveted assistants. As soon as there is enough money in circulation the run for cards with the assistant symbol begins. You must pick the right time, before others have bought up most of the assistants and as soon as one has enough money to buy at least two adventure cards. The assistants are usually the deciding element in the game. You should acquire at least one of them, two would be even better. Don't be deterred by the penalty points for assistants at the end. If you acquire three helpers, you can forget the drawing of cards for the rest of the game. It must be mentioned that it is essential to pay attention when adventure cards are bought to the cards that have been turned, because then you can assess where assistance might be found - each stack holds five assistants, one of each color - or which items are still available to complete your collection - each artifact is present twice in each stack. You should actively prevent another player from buying a third artifact of a kind, so buy them on time, even if you have to discard it. In a game of two players this is not such a big problem, but in a game of four players the pressure to complete expeditions and to buy adventure cards is much bigger.

So, all in all, the game is rather chance-driven, as it depends on the cards at your disposal if you can complete certain expeditions or if it takes too long and somebody else reaches the target station first. If you are lucky, the available expeditions fit together perfectly so that you can complete more than one in one turn. But of course the exact opposite can also happen. Searching for the perfect adventure cards depends on luck, too, it can happen that all your money goes into searching the cards in the book.

All over the chance element is mitigated

by planning, each player can easily plan his moves in advance - you must assess if maybe an opponent can reach a target first and eventually aim at an additional target or another target yourself-

The principles of the game are easily learned and the rules are very well written. The game mechanisms are already familiar from previous games, also by designer Michael Schacht, and rouse memories of games played. If you want to try your hand at a game with a measured element of change and easy planning elements I can absolutely recommend Africana to you. ☑

Astrid Willim



## INFORMATION

**Designer:** Michael Schacht

**Artist:** Franz Vohwinkel

**Price:** ca. 35 Euro

**Publisher:** Abacusspiele 2012

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

PLAYERS:

2-4

AGE:

8+

TIME:

60+

## EVALUATION

Card-driven collecting game

For families

Version: de

Rules: cz de en es fr hu

In-game text: yes

### Comments:

Standard mechanisms nicely combined  
\* Good timing is essential \* Expeditions must be taken into account \* Do not underrate assistants

### Compares to:

Valdora

### Other editions:

Z-Man Games, USA, Lautapelit, Finland, Filosofia, Canada, Albi, Czech Republic





BUILD AIRPORTS AND TRANSPORT PASSENGERS

# AEROPLANES: AVIATION ASCENDANT

RAILROAD GAME WITH AIRPLANES

Aeroplanes - once more a game by Martin Wallace! He has published quite a number of games with different publishers. This one has been published by Mayfair Games, and that, too, is not a new constellation; Steam or Automobile, published with the last few years, come to mind.

In Aeroplanes players try to develop an air transport company in the start-up times of commercial air travel.

The graphic design of the board reminds of games that were published in the Treefrog line, and yet this time the artist is not the regular artist Peter Dennis who is responsible for it, but Patricia Raubo. The board is not especially pretty but very clearly structured and well-defined. The board shows parts of the world, also a scoring track and a few more areas and tables. Europe is disproportionately big with some important cities and 2 to 3 spots for airports for each. Underneath Europe, clearly smaller in relation, one finds Africa, Asia and Australia,

again with a few selected cities or countries or regions with 2 spots for airports for each. To the left of this we find two spots for airports for North and South America serving as long distance destinations.

Between the cities, countries, regions and continents colored lines are printed, which are important for the setting-up of new airports, but more on this later.

The game is played over three eras, which basically all follow the same schematics, the only difference between them is the amount of money that is handed out to players in the ears - in the first one you receive 12 money units, in the second era you get 22 and in the third you are given 32 units.

Each player chooses a home airport, selected from six cities in Europe (Paris, Amsterdam, London, Zürich, Rome and Berlin). Then the era begins with the starting player. During an era players in turn have actions. Each player always chooses one of five ac-

tions and implements it, and then the turn passes to the next player.

Those five possible actions are:

## 1. Buy an airplane

Next to the board there always is a display of airplane cards laid out. These airplane cards have different prices and either yield one or two airports of the development stages I, II or III, give you 0 or 1 victory point at the end of the game, have a transport capacity of one to six passengers or are fit for long distance travel or not.

### Markus Wawra

*The expert player within me does not like the sometimes deciding chance element of rolling dice, for an in-between-game or for the casual player the game clearly is too demanding, so I am missing a target group.*

If you choose the action „buy an airplane“ you take one airplane card of your choice from the display, pay the price and place the card together with the airport tiles of your color, pictured on the card, in front of you. Then the display of airport cards is replenished. As the cards are always sorted by numbers at the start the order in which those cards come into play is always the same.





## 2. Build an airport

The airport tiles can be placed on the world map with this action, and of course there are some rules for this that must be adhered to: Starting from your home airport or other airports of your own that have already been placed on the board, you can place any number of your own airport tiles, which are sitting on airport cards in front of yourself, on adjacent cities. Adjacent is defined by being connected by a colored line.

Those lines have different colors and those colors symbolize and indicate the difficulty of the new route of flight. When you want to use any other than a white line - and those white lines can only be found in Europe - you must roll the dice to determine if you have reached the new destination and if you can build there.

To do so you roll three dice. Those three dice show the usual pips 2 to 6; instead of the 1 they carry a symbol for engine damage. The total of the pips you rolled must surpass a certain threshold value which is dependent on the difficulty of the route, to be able to build the airport. When the total is too low, you can add to the total with money or pilot tiles to be able to build all the same. If you do not want to pay or if you cannot pay you cannot place the airport tile and you must put it back on the airplane card and the action ends instantly.

The engine damage symbols equal a value of 0 and give you tiles for engine damage, too. When you - while trying to build - roll and acquire your 4th engine damage tile, you must stop your building actions instantly and must discard the airport tile you wanted to place together with the four engine damage tiles. Airport tiles on airplane cards capable of long distance flights are deemed to be long distance airplanes.

Such long distance airplanes allow you to leave out cities, but for this you must roll the dice once again, even inside Europe. Furthermore, some routes, for instance for both Americas, can only be managed with long distance airplanes.

Basically airport tiles are always placed on free airport spots; should a city be complete, you can upgrade an airport, that is, replace it with a tile of a higher level. This can result in ousting players from a city.

## 3. Transport passengers

In order to achieve commercial success airlines must transport passengers, naturally. For this purpose there is a randomly drawn display of passenger tiles. Those passenger tiles are always assigned to one of the six starting airports (Paris, Amsterdam, London, Zürich, Rome or Berlin), show and target and also a number between 1 and 3. As an action you can take one of those tiles, but only when you have an airport in

the starting city and in the destination city as well as an airplane that has enough transport capacity left. The passenger tile is then placed on the corresponding airplane card and blocks capacity of the plane according to the number on it.

## 4. Buy a Bonus tile

For one money unit per tile you can acquire bonus tiles, for instance pilot tiles which can be added to your roll of dice, or maintenance tiles which allow you to discard all engine damage tiles. All such bonus tiles can be used only one and are then put back in general stock.

## 5. Acquire subsidies

At the start of each era 8 coins and a black marker are placed into the subsidies area. As an action you can take one of those coins, or, if all coins have already been taken, the black marker. Taking of the black marker immediately results in the end of the current era.

At the end of each era there is a scoring and you score majorities for the number of airports in Europe, Asia and Africa and the profit generating of the airlines.

For this profit making capability you add the number of transported passengers and subtract the unused capacity of the airplanes. Both numbers are only valid for the current era, because after scoring all passenger tiles are removed and all airport cards are turned over; unused airport tiles and passenger capacities can be used in the next eras.

With the end of the third era the games ends and after a final scoring - some airplane cards and passenger tiles score additional points - you win with the highest total of points.

## Resume

Build routes and transport passengers and collect victory points for doing so, that sounds like a typical classical railways game and that is also the flair Aeroplanes emits. I do not want to know how often I said railway station instead of airport when explaining the game!

Aeroplanes is a nice game, where you must permanently make lots of small decisions. Can I wait for one more round with building an airport in order to build more later on or will I be too late to acquire all necessary passenger tiles? Can I buy another airplane or will I be lacking passengers for them and will the unused capacity ruin my profit making score?

And on top of that you need to keep an eye on your fellow players.

But, as an expert and frequent player, I do not like the high chance element from rolling dice, even if this can be minimized by busily collecting bonus tiles, because that

costs you lots of valuable actions that could be put to better use.

But, players who do not like the usual possibilities to plan ahead in typically European games will love that chance element; in Aeroplanes you even roll dice to determine the starting player.

For casual players the game seems much to laborious, and the playing time is rather long, even if you can remain clearly below the 2 hour mark, at least with three players. Very bad, unfortunately, are - in my opinion - the English rules, which, again in my opinion, leave some gaps in the rules. And there are some details that I noticed which leave a slightly unfinished impression. Why, for instance, is Zürich given its German name, but Rome, Vienna, Warsaw, Moscow and Copenhagen their English names. I have also found a printing error in the name of an airplane. Yet all in all the airplane cards are the highlight of the game components. All airplanes correspond to historic types and are very prettily drawn. For 46 cards this took a lot of research and drawing efforts, similar to Automobile. ☑

Markus.Wawra

## INFORMATION

**Designer:** Martin Wallace

**Artist:** Patricia Raubo

**Price:** ca. 40 Euro

**Publisher:** Mayfair Games 2012

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

PLAYERS:  
**3-5**

AGE:  
**12+**

TIME:  
**120+**

## EVALUATION

Railway game despite the topic  
With friends  
Version: en  
Rules: en  
In-game text: no

### Comments:

Well-arranged design \* Some mistakes in details \* Airplanes lovingly designed with historical details \* Long but incomplete rules

### Compares to:

Steam, Age of Steam, Ticket to Ride

### Other editions:

Currently none



My rating:

INTERVIEW WITH

# INKA + MARKUS BRAND

WINNERS OF DEUTSCHER SPIELEPREIS 2012

*The interview with Inka (IB) and Markus (MB) Brand has been recorded on the 21st of October 2012 during Spiel 12 at Essen.*

**WIN:** Good morning.

**IB, MB:** Good morning.

**WIN:** The first question takes you back to your childhood, which board game was the first that you did play and how old were you at that time?

**IB:** The first game was Malefiz, but how old I was I do not know any more. Maybe six or seven.

**MB:** I know that I had a big cardboard cube that featured a board game on each side. My favorite game was the Gooseladder game, a roll & move game. I was about five or six.

**WIN:** How much has that first game impressed you or which game has impressed you most so far?

**IB:** In my childhood the first time of which I thought that I definitely want to play it again was Rummy. A simple card collecting game, that is. Later it surely has been Settlers of Catan, which provided the

switch from the casual player to the real gamer.

**MB:** When I think back to childhood it was rather Monopoly-dominated. But I would say that game playing in general has impressed me, I would not chalk it up to a special game. I have always liked to play very, very much and realized that it is a main hobby of mine. And so I ended up with it eventually.

**WIN:** What does turn a game into a good game for you?

**IB:** It always depends on what I want from a game. When I want to play a strategy game I of course want it to be balanced, to be demanding. When I happen to be in a party mood it must be funny, I want to laugh a lot. And when I want to play with the children then it must be thrilling. It always depends on who you play with at the moment.

**WIN:** So, generally, the whole range?

**IB:** Exactly. We like to play everything. I would not like to define if something is a good game or not, it always depends on who else is sitting at the table.

**MB:** It is important that all have fun together; then it is unimportant if it is a party game or a strategy game. When the group you are playing with is having fun the game has fulfilled its purpose.

**WIN:** In which of your games did you achieve this best?

**MB:** In general we hope that we achieve this in all of our games (both laugh). It would be bad, if not. We have quite a range of different games. In the genre of party games I could mention „Was klotzt du“, which always results in lots of laughter among players. „Village“ could be named for a strategy game, which gives a lot of pleasure too, in quite different way. You don't laugh so much, but it is fun all the same. And in the genre of children games I think of Monsterfalle, because you love to play it again.

**WIN:** What is the typical developing process for your games? From the first idea to the first prototypes? As a couple, are you doing this together?

**IB:** Exactly. One of us always has a first idea and then we talk about it. First thing to decide is do we go further ahead with it or not. Then we start rather soon to make first sketches and to establish first basic rules. Then we make up the game very simple, with a few basic components, which can even be post-it sheets. And then, rather quickly, there are the first test games. We are very pragmatic in this. When we realize that it might be worth while we make a sensible prototype with the help of the computer and with reasonable graphics.

**MB:** The nice thing is that we get immediate feedback due to working together, which speeds up the process. Therefore our development time for individual projects is noticeably shorter than with others who work alone. This is an immense advantage.

**WIN:** They must always find players to be able to test the games.

**MB:** Exactly. They get feedback from many test groups. We have Inka1 and Inka2 versus Markus1 and Markus2 (Both are laughing again).

**IB:** Especially as we have both children around, who meanwhile are 10 and 12, too, and always test play with us. And we have a good network, with nursery and elementary school having testing groups, so that we can test anytime.

**WIN:** What are Inka1 and Inka2 and Markus1 and Markus2 doing?

**MB:** We are four at the table and test our games (both laugh). We simulate games with four players. That can be really complicated, if you have to do it alone. To think for four players. For me it is already complicated with two. We very often





play a three-player-game only; Inka1 and Inka2 against Markus (laughter). Because Markus can't manage this otherwise.

**WIN:** Typically male and typically female. Women can concentrate on several things at the same time.

**MB:** (puts up his thumb, laughs) And I only on one thing.

**WIN:** Here I would like to link in another topic - how much room does this take up in daily life? Testing games, developing games. No the children are involved too and are included, and - as one can see - successful themselves.

**MB:** We have a fixed playing group on Mondays, at a friend's house. They are testing for us all that is current. They suffer a lot and have to play lots of games that are not too good (laughs again) and we are very grateful for this. They always give us direct, very fair feedback. And when nothing is urgent, during the summer,

we can really relax, and play normally. But playing games has its significance. From the seven days of week we definitely are busy with games at four days and if it is only playing other games.

**WIN:** How many of your prototypes and ideas do you quickly discard or later in the development process?

**IB:** We have a rate of about ... well, one game out of four can be published, approximately. We number our prototypes, which has the nice effect that we can rank our games chronologically. We do now have ... (looks at Markus)

**MB:** 203 did we reach this year, it was presented at Spiel. The ratio is much better now, but as we keep counting from the start, that is since 1999, when we developed the first game together, the ratio was much worse than, about 1 in 35 or so (both laugh), and no it is roughly one game out of four that is published.

**WIN:** I just thought myself that that means you did discard a lot of ideas.

**MB:** Yes, that too. When we now look at our prototypes in this chronological order we can see what happened in the early years. And that causes us to flush, that we dared to show something like this to an editor (Inka laughs), and that we were convinced about it, even rudimentary. Incredible.

**IB:** But we also have learned. We did publish nothing for seven years, during that time we have learned a lot.

**MB:** Exactly. This you can see very well, you can recognize the learning curve in the prototypes.

**WIN:** When you think back to your childhood, how was it at home with your parents? Did they play a lot with you?

**MB:** No, not at all. My parents never did have much time, they were both working. I did play a lot with friends, and with my





cousins, at family gatherings. I wanted to develop games, too, at that point. And I believe that the reason for this was the lack of much games play happening in the family, that I was keen on it.

**IB:** My parents did play with me now and then. Rummy and Incognito at that time, but for me it always felt like not being enough. At some point I, too, started to play with friends.

**WIN:** Now to another, completely different question. Place three personalities that you think important, from the presence back to the roots of history, at a table and tell me which game you would play with them.

**MB:** Well, I would have liked a game with Alex Randolph. I keep to the games community for my answer; I would have liked to have him at my table. The day before yesterday we met Wolfgang Kramer in person. That was our Fair highlight. I would add him to the table. And then, Klaus Teuber. To play a game of Village with those three that would be marvelous. I would like them to tell me their opinion of it. (Both laugh heartily).

**WIN:** When they then say ....

**MB:** ... then we have arrived!

**WIN:** But when one has been awarded the Deutsche Spielepreis, then one has arrived, too, hasn't one?

**MB:** Yes, that is a huge honor.

**IB:** At this time, too, when we see how many people play it at the fair, and we thought, okay, it's nearly one year old, that will not get much attention anymore. On the contrary, it is very much present! That is very nice!

**WIN:** (To Inka) Have you thought of three personalities?

**IB:** No, I would also stay within the gaming community, and would arrive at a similar result. I cannot really imagine playing a game with Frau Merkel, or someone like her (both laugh). Too absurd. What I might find interesting would be to play with some of the CEOs of publishing companies, but ...

**WIN:** Doesn't that happen?

**IB:** No, so far we have only met editors, which are involved in the topic, but it would be interesting with the bosses.

**WIN:** DO you have other hobbies that you spend time on? Aside from games?

**IB:** I love to read ...

**MB:** I love American TV series ....

**WIN:** Knighttrider?

**MB:** No! The more modern ones, but across the whole range - from crime series to comedy, all inclusive ...

**WIN:** CSI and such?

**MB:** Exactly. How I Met Your Mother, Big Bang Theory... Yes that can take some time.

**WIN:** (to Inka) What do you read?

**IB:** I like medieval novels, but also books for adolescents ... right all over the place, Fantasy, too, different series, I love this. And then I am on the road a lot with children's sports. I take care of a team in Handball. That's fun, too.

**WIN:** This then turns up again in your games. Fantasy and history?

**IB:** Exactly. This was how Village emerged. Simply, because you read books on a topic, and of course that inspires you.

**MB:** We rather often read books for children and adolescents, when inquiries arrive for a game based on a book. You have to read this for research purposes.

**WIN:** What would be your perfect holiday? Where and how do you relax best?

**IB:** (sighs) My perfect holiday is beach and sun, mixed with a lot of sightseeing. I love to travel, love sightseeing in cities that I do not know yet. But I love to lie at the beach too, for a day or two with a good book. Yes, with the children present, that would be the perfect holiday.

**MB:** But then that's it. Because... well, I ... well a pure beach holiday does not work for me, that is much too boring for me. I need a bit of action, I must be on the road - only sunbathing and doing nothing would drive me out of my mind.

**IB:** We are different in this aspect, because you could play games every day in your holiday, too, and I like to take a break from playing games. When we are on holiday I sometimes have the urge not to play at all.

**MB:** Well, in our last holiday we developed Saint Malo (both laugh). Well, when an idea crops up, it is not set aside or put on hold, then we work at it, even in our holidays. Because developing games is not really work, but a hobby and a passion and then it does not matter if we are on holiday or not.

**WIN:** Are you doing this already as a full-time job?

**MB:** My full-time job is insurance broker, working at the office from morning till night, and when I am at home and the children are asleep, then we usually sit down, when ideas are in the pipeline and get creative. Collect ideas together and talk about them. And Inka, during day-time, is responsible for making up prototypes, writing rules, corresponding with publishers, and so on.

**WIN:** At the end of our ten questions a bold vision of the future! How do you think games could improve the world?

**MB:** That can be seen very well here at the Internationale Spieletage. Here is peace, joy, and all is hunky-dory. Here are people from many, many nations and all sit together at tables and play. And that is exactly what games should cause. And it

should go on, for many, many years!

**WIN:** Many more games events ...?

**MB:** Exactly! Everywhere in the world!

**WIN:** Will you come to Vienna? To the Games Fair?

**MB:** When the children are older we will start to visit games fairs outside Germany But at the moment it is complicated to find someone to look after the children outside from holidays.

**IB:** At the moment we stringently select where we can go and where not. Where can we take the children? There are so many events, game fairs etc. which we would like to see. We would like to enjoy so many more of them, but at the moment it is not possible. We still have a family, for what it is worth!

**WIN:** You have already published a lot of games covering a wide range; see strategy games, children games and so on? How important is it to you to cover that wide range?

**MB:** Very important. The point is not that we must cover it, but that we want to what we like to do at any given time.

**IB:** I think this simply mirrors what we ourselves like to play, that is, everything, and if you do not allow yourself to be categorized, „I do not like party games“ or „I do not like to play this and this“ but simply are open for all then you can develop in this way, too.

**WIN:** And it is important that the bandwidth is extensive?

**IB:** Yes, we are comfortable in this BRAND-width (Inka invents a new word quite casually)

**MB:** BRANDwidth (both laugh heartily)

**WIN:** We can call it that from now on.

**IB:** Yes. (laughs) But, I think, because all in our group think in this way.

**WIN:** Star Wars - Angriff der Klonkrieger is your latest oeuvre?

**MB:** Yes.

**WIN:** Is this your first cooperative game?

**IB:** Let me see ...

**MB:** Monsterfalle is semi-cooperative because it is played in teams, but yes, as a purely cooperative game Star Wars is the first one.

**WIN:** We look forward to this despite the fact that I am not really a cooperative player.

**IB:** The topic somehow suggests cooperation. We could not imagine setting Jedi Knights against each other. That had to be cooperative.

**WIN:** Thank you kindly for taking time to talk to us!

**IB, MB:** You are very welcome!

*The interview was conducted by Astrid Willim and Christian Huber. (Picture by Christian Huber) ☑*

Christian Huber und Astrid Willim

# AUF DIE NÜSSE!

THERE IS A PRICE TO EVERY NUT!

8+

Squirrels are sorting and replenishing their nut stores, but unfortunately Raccoon David is pinching nuts! In order to collect nuts you roll dice and use the results to enter squirrels to a square; a certain number of squirrels deliver - depending on the square - a number of nuts to your storage, each player has eight storage areas.

After start-up preparations - all players but the starting player can place squirrels - each player in his turn rolls all three dice, chooses one white die, adds it to the green die and places a squirrel on this number on the starting track. If you roll a number already taken your turn ends. If you stop voluntarily you move the squirrels from the starting



track into the bottom wood square, the #2 area of the board. When then the necessary number of squirrels is present in an area you store the corresponding nut card in your storage area. When then there are opposing squirrels in the area you move those squirrels one level up into the higher area. In those #3 and #4 areas you harvest nuts when three or four squirrels are in the area and have a wider selection of nuts. Nuts that were taken are replaced with new nuts from the draw pile. On area 7 you get the raccoon and can also steal nuts from other players, but you can only steal out of not completely filled storage areas. You win with most victory points from your personal storage areas.

This is a dice game that only seems simple, but in which quite some tactic is hiding, as you probably will provide benefits for other players. A nice family game with a twist, simple and sophisticated - fun to play! ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
30+

**Designer:** Michael Feldkötter

**Artist:** Loïc Billiau

**Price:** ca. 19 Euro

**Publisher:** Amigo Spiele 2012

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

## EVALUATION

Dice- / acquisition game  
For families

Version: de

Rules: de

In-game text: no

### Comments:

Topic corresponds nicely to the mechanism \* Nice family game \* Tactic provided by dice selection

### Compares to:

All games using dice combinations for placements

### Other editions:

Currently none



# AVVERSO

WORLD, UPSIDE DOWN!



In 2010 at Clemens Gerhards, now at Pegasus: Avverso - the game starts with an empty board made up from 25 hexagons in a rectangular arrangement, 2 sides of the board are marked with a red line for left and right. You try to be the first to connect two opposing sides of the board: The player of the light pieces must connect top and bottom of

the board and whoever plays the dark pieces must connect the left and right side of the board. When the colors have been assigned you play with the pieces of your opponent. The starting player is the player placing the light pieces to make a connection with the dark pieces. The starting player now puts a first piece on any of the border hexa-



gons. Each player either places one of his opponent's pieces on an empty border hexagon or places the piece on an occupied border hexagon and pushes all the other pieces in line for one space. A row can only be relocated in a straight line by one hexagon and you must place a piece on a border hexagon to do. The direction in which you must push is given by the new piece. If a row is full from left to right or top to bottom it cannot be relocated, because you cannot push a piece off the board. But only a row of one markers of one color only ensures your win!

Place a red piece and use it to push white pieces so that white pieces are connecting top and bottom of the board and the red player red does not profit from the move is a lot harder than it sounds, especially on the rather small board. Good spatial imagination is needed, as is fast rethinking based on the drastically changed situation on the board after each move. ☑

## INFORMATION

PLAYERS:  
2

AGE:  
10+

TIME:  
30+

**Designer:** Henri Morast

**Artist:** Christine Conrad

**Price:** ca. 40 Euro

**Publisher:** Pegasus Spiele 2012

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

## EVALUATION

Abstract position game  
With friends

Version: multi

Rules: de en

In-game text: no

### Comments:

New edition \* First edition Clemens Gerhards 2010 \* Unusual idea with a highly challenging mechanism

### Compares to:

All abstract position games

### Other editions:

Clemens Gerhards 2010





## BEZZERWIZZER DELUXE

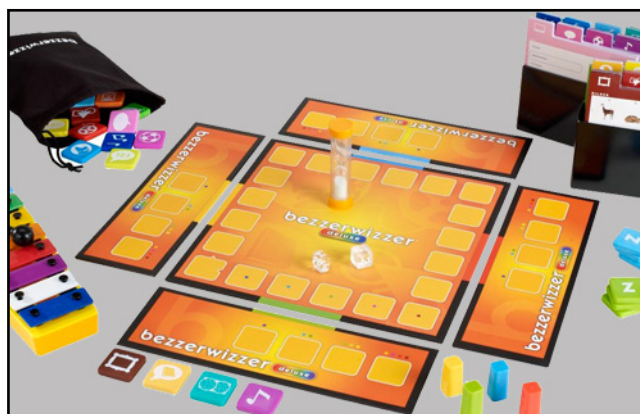
### QUESTIONS POSED BY A XYLOPHONE



Bezzerwizzer deluxe is the sequel game to Bezzerwizzer, intended for families and also bigger groups of players, as you can play with up to four teams.

In Bezzerwizzer you answer questions and can take over questions put to other players. The game comprises category stones for the categories of pictures, colors & shapes, film, histo-

ry, remember a story, remember words, remember a sequence, remember details, motley, music, nature & geography, play a melody, play tones, sports, literature & language and television. For each round you draw four of those category stones for your personal board. You answer one question for each category and score points for it. The question



cards show symbols that tell you how the question must be posed; if there are several symbols, their sequence must be adhered to: For instance, turn over timer, look at the card, then roll for the number of the questions, and so on. Two of the categories use the xylophone provided with the game; you must find the missing sound or guess the melody correctly. Questions 1 to 10 on the cards are intended for children; when a child rolls one of those numbers, adults cannot use their Bezzerwizzer piece and cannot answer, when children and adults are together in one team. Once in the game you can swap categories or play a Bezzerwizzer piece to answer the opponent's question. If you are first to complete a trip around the board you win the game. In this edition, too, Bezzerwizzer offers superb quiz fun, standard mechanisms have been varied elegantly and interestingly; the xylophone is a surprising and challenging detail. ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
60+

**Designer:** Jesper Bülow  
**Artist:** not stated  
**Price:** ca. 45 Euro  
**Publisher:** Mattel 2012  
[www.mattel.de](http://www.mattel.de)

### EVALUATION

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

**Comments:**  
Elegant design \* Attractive questions and categories  
\* "listening" question from the xylophone

**Compares to:**  
Bezzerwizzer and other quiz games

**Other editions:**  
Currently none



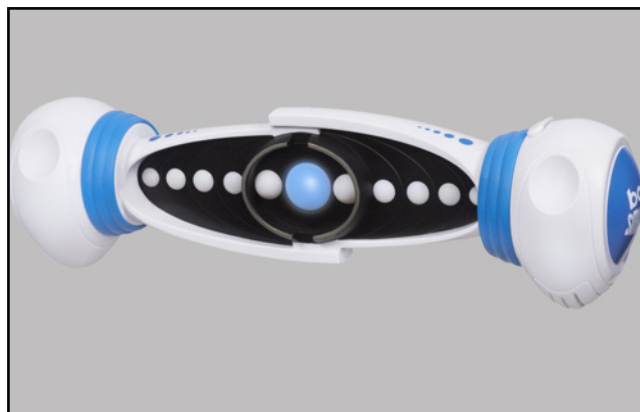
## BOP IT! SMASH

### CATCH THE LIGHT!



The series of reaction games under the name of Bop it! has offered some witty and challenging ways to play in past years. Bop it! Smash is the latest addition to the family, yet again featuring an elegant futuristic design and rather minimalistic demands, as this time you only play with light. The possibilities for actions are

limited, too - you can only smash, that is, press the ends of the unit inwards as if you would like to slide them together. This action is also used to start the unit. After starting it Bop It! Smash offers three different ways to play, basically always with the goal to catch the wandering light point in the middle of the catch zone, the so called hit zone. In the



"Solo" version you smash and score depending on the color of the zone that is lit up, one or five points. When you stop the light outside the hit Zone it counts as a mistake; the third mistake ends the game.

Each blue light, that you manage to catch, returns one life. "Hand on" is intended for more than one player - You hand to unit to the next player when it bids you to do so. If you are last in play you win.

In the "Party" version you play until the signal "hand on" comes, are out with three mistakes and win if you are the quickest smasher. As each variant of the game so far, Bop it! Smash too, is an excellent training for reaction speed; and if you believe that it is easy to catch the point of light exactly where you want to - go ahead and try! And again! And again - at long last! Managed! Scored one point! So let me try again ... and again .. and if the battery has not run out .... ☑

### INFORMATION

PLAYERS:  
1+

AGE:  
8+

TIME:  
var

**Designer:** not stated  
**Artist:** not stated  
**Price:** ca. 20 Euro  
**Publisher:** Hasbro 2012  
[www.hasbro.de](http://www.hasbro.de)

### EVALUATION

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

**Comments:**  
Variant of Bop It \* Only challenge is to catch the light

**Compares to:**  
Bop it, Simon and other reaction games of this kind

**Other editions:**  
Bop it Smash, Hasbro USA



# CARCASSONNE

WINTER EDITION



Carcassonne is one of those games that develop a life of their own and seem to put ideas for expansions and extensions into the head of their designers themselves. The basic idea was so simple that each expansion somehow seems logical and necessary.

With this Carcassonne Winter Edition designer Klaus-Jürgen

Wrede has simply changed the setting and transferred events on meadows, in cities, on roads and around monasteries into winter; the standard well-known rules have stayed in place: Players in their turn place landscape tiles next to others already there, adjacent edges of tiles must correlate. This results in an ever-growing network of cities, roads,



meadows and monasteries. Seven meeples are put on tiles just placed, but only in a type of landscape which, seen from the point of view of the newly placed tile, does not yet hold another meeple, and score points when this type of landscape is completed. Meadows are scored at the end of the game. The winner is the player with the highest total score.

Carcassonne Winter Edition is a well made variant of high allure, for me it is fascinating to see how much the design has changed the flair of the game; all in all I think I like the winter landscape better than the greens of summer. This new edition is a nice idea for all friends of the game who are pleased about a bit of change while being able to play the familiar game, including 12 new tiles with animals on them. And because it is so pretty there comes the first expansion, Lebkuchenmann aka Gingerbread Man. He moves when a tile with his symbol is placed and leaves gifts in the city he vacates for the knights there. ☑

## INFORMATION

PLAYERS:  
2-5

AGE:  
8+

TIME:  
45+

**Designer:** Klaus-Jürgen Wrede  
**Artist:** Anne Pätzke  
**Price:** ca. 13 Euro  
**Publisher:** Hans im Glück 2012  
[www.hans-im-glueck.de](http://www.hans-im-glueck.de)

## EVALUATION

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

**Comments:**  
New edition of the basic game \* New design with winter topic \* 12 new tiles with animals \* Expansion "Lebkuchenmann"

**Compares to:**  
All other editions of Carcassonne and all placement game with edge congruency

**Other editions:**  
Devir, Spanien



# CASTLES

AVOID RUBBLE AND BLUNDERS

King Schneebart wants to build a home for Princess Wolke to go with her beauty. The only problem for the builders is the not always suitable material!

Each player has his own building site, a castle and a gate tile. The building starts with placing the gate anywhere on the base line with the exception of the two edge

spots. Then all wall tiles of all players are shuffled and laid out face down for the quarry. In your turn you take two tiles from the quarry and decide if you keep them, or hand them to another player for his dump or if you get rid of them for good. Tiles that you keep are either placed according to the rules or stored open-faced. Building



according to the rules means: always with a connection to the base line, sky to sky and wall to wall, wall not adjacent to the border and the base line can be treated as sky or wall at your choice. If you land your neighbor with the tiles you must draw two new ones which you must place! Tiles that you cannot store or build you must place as a blunder. At the end of a round all players with wall tiles on the dump must place them, store them or discard them as rubble. Tiles in store can be placed anytime. If someone has a complete palace or if the quarry is empty the game is scored; tiles in the castle score +1, every 2 parts in store are -1 as are unfinished walls in the castle and blunders. The beauty of Wolke must be doubted in the face of some buildings, but it is fun to land one's neighbor with the battlement + flag, because you do not want it on the base line - to bad that you draw another one immediately .... ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
13+

TIME:  
60+

**Designer:** Harald Bilz, Marco Pozzi  
**Artist:** Erika Signini  
**Price:** ca. 20 Euro  
**Publisher:** Heidelbergberger 2012  
[www.heidelbaer.de](http://www.heidelbaer.de)

## EVALUATION

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

**Comments:**  
Nice topic \* Good combination of mechanisms and of chance and planning \* A bit of naughtiness is possible \* Versions for additional building rules are listed

**Compares to:**  
Carcassonne and other placement games with the goal of closed formations

**Other editions:**  
Post Scriptum, Italien





# CENTRAL MARKET

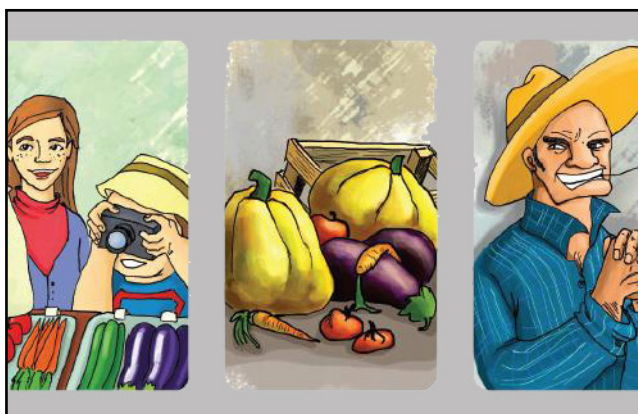
## CARROTS INSTEAD OF TOMATOES

You are a trader with a stall in the Central Market and try to attract customers, but of course your competitors have the same idea and try to succeed with the best price or dirty tricks.

In each round you display several different vegetables for sale and compete for the best price. Offering the best price gives you an advantage with customers you

can sell your planned amount first. But there are limits for total amounts that can be sold, so you must offer a good price to be able to sell for profit at all. Profit is changed into victory points and you win with most of those.

Seven rounds comprise three phases each: In the delivery phase each player is given four product cards from the stack.



In the sales phase in turn you choose and name a product without playing a card and bids a price; all other players must pass, if they do not own the product or do not want to sell in this round, or they bid a price which must be lower than any already bid so far, but only if they own the product. Then the product is sold by all who are able to, for an income that equals kilos times price bid with adhering to limits; each product can only be sold once per round and only a total of 10 kilos per product and 10 kilos of products per players in a round. Each player can use three action cards during the game - tourists cancel limits, Rotting halves product amounts and Cheating allows you to bid without holding the product.

Central Market is a sophisticated auction game which demands a lot of tactic and a nose for the right moment, because three action cards are used much faster than you think! ✓

## INFORMATION

PLAYERS:  
3-5

AGE:  
8+

TIME:  
45+

**Designer:** Edgars Zakis

**Artist:** Linda Arende

**Price:** ca. 12 Euro

**Publisher:** Brain Games 2012

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

## EVALUATION

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

**Comments:**  
Sophisticated auction mechanism \* Limits demand intense consideration of bids \* Simple basic rules

**Compares to:**  
All auction games with several valid bids

**Other editions:**  
Currently none



# COBRA TWIST

## 3D SNAKES



40 puzzles in four different levels of difficulty demand, in analogy to the mechanisms already used in Cobra Cubes, to form one or several snakes. Each of the puzzle cards shows a base area of 3 x 3 squares and a different number of snake parts, which must be included in the snake(s) formed. The four cubes in yellow, red, blue and green show straight

and bent parts, snake heads and snake tails, but not every cube shows all those parts, and the parts are not always connected. An elliptical positioning device is placed so that the triangular gap points away from you and then you place the puzzle card with its number into that gap; this ensures that you have the correct and necessary viewing

angle for the puzzle. Each puzzle shows the colors of the cubes you must use and the number of snakes that you must form, complete with head and tail, and separate from each other! Three of the cubes show a snake head, a fourth one is sometimes pictured on the card, but the maximum number of snakes demanded is three.

You place the necessary cubes onto the black squares on the puzzle card, in the difficulty levels of A and B those squares show the colors of the cubes, in level C and D the colors are not marked. You turn and stack the cubes until you have formed the necessary number of snakes, from head to tail. Level D demands an additional condition; all snakes must be visible in a 360° turn.

In this second edition of the snake cubes the snakes are again a real challenge for your abilities in logical thinking and spatial imagination, a real tidbit for fans of logical thinking and abstract challenges. ✓



## INFORMATION

PLAYERS:  
1

AGE:  
7+

TIME:  
10+

**Designer:** Ariel Laden

**Artist:** Tema Games

**Price:** ca. 20 Euro

**Publisher:** HUCH! & friends 2012

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

## EVALUATION

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

**Comments:**  
Solitaire game \* Four different levels of difficulty \* Trains spatial thinking

**Compares to:**  
Cobra Cubes

**Other editions:**  
Smartzone 2010



## COUP: CITY STATE

COUNTESS TO COUNTER, DUKE FOR TAXES

Italy in the era of the city states: Each player takes on the role of head of a family in such a city state which it ruled by a weak and corrupt court. Every player tries to take control of the city by bluffing, scheming and bribing in order to seize power and to defeat and unseat the other families.

There are five roles in the game -

Duke for income, Assassin for attacking, Captain for taking coins, Ambassador for new cards and Countess for blocking the assassin; for each role there are three cards in the game and each player is dealt two cards which they lay out face down. Cards laid out before players represent influence on this role when they are face down; when you lose in-



fluence you must turn over one card of your choice.

In a round you chose one action; if it is not challenged or deflected it succeeds automatically. You name the role and by doing so you state that you own the face down card corresponding to the chosen action and you can bluff or tell the truth. When you acquire a third role card due to an action you must discard any of the three. If you start your turn with 10 coins you must choose the Coup action, it is automatically successful. The player attacked with Coup loses influence. If you lose influence due to being defeated in a challenge you must turn up one role card of your choice; when both are revealed you quit the game. The last one in play wins.

Negotiations are allowed, agreements are not binding.

The 15 cards of this game offer a surprisingly attractive mix of bluff, strategy and negotiation; the forced Coup actions prevent too frequent evasive actions like income and Foreign Aid. ☑

### INFORMATION

PLAYERS:  
3-6

AGE:  
10+

TIME:  
45+

**Designer:** Rikki Tahta

**Artist:** A. Higgins, T. Lam

**Price:** derzeit ausverkauft

**Publisher:** La Mame Games 12

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

### EVALUATION

Bluffing game with cards  
With friends

Version: en

Rules: de en fr

In-game text: no

#### Comments:

Sophisticated mix of mechanisms \* Memory for cards can help \* False doubts cost you dearly

#### Compares to:

Liar's Dice and other games with believe-or-doubt mechanism

#### Other editions:

Currently none



## DER HERR DER RINGE

DAS KARTENSPIEL  
FELLOWSHIP VS. MORDOR

9+

Players are entering the fight against Sauron und send out groups of fellowship cards to defeat the enemy.

There are 21 enemy cards, three of them are laid out openly; and then you deal three of the total of 31 Fellow cards to each player. Then you shuffle 12 Mordor cards into the remaining Fellow cards and thus form the Ring

card stack.

In turn you can then either place a Fellow card from your hand in one of your own groups and then lead this group into a confrontation or you can draw a card from the Ring card deck. You can start any number of groups and can add any number of cards to a group, but you cannot relocate cards between groups. When



symbols on Fellow cards in a group correspond to symbols on enemy cards on display, you can lead the group into a confrontation and use special abilities of Fellows in the group. Defeated enemy cards are discarded and the display of enemy cards is augmented to three. If you have fewer than five cards in hand you may draw a card: A Fellow card you can keep, a Mordor card is laid out from left to right underneath the enemy cards; the first two are ignored, the third such card is implemented and then removed together with the enemy card above it. Mordor cards cause loss of cards from your hand or from a group laid out or loss of a defeated enemy card. When all enemy cards have been dealt with, you win with most victory points from defeated enemy cards and Fellow cards you received.

The game offers a simple set collecting mechanism; clever use of special abilities can save you cards. The topic and its flair have been nicely implemented. ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
30+

**Designer:** Andreas Zimmermann

**Artist:** S. Helmigh, F. Tuning

**Price:** ca. 8 Euro

**Publisher:** Kosmos 2012

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

### EVALUATION

Set collecting game  
For families

Version: de

Rules: de

In-game text: yes

#### Comments:

Topic nicely implemented \* Simple basic rule \* Clever use special card abilities is essential

#### Compares to:

Set collection games with modification of cards by other cards

#### Other editions:

Currently none





# DIABOLO

HELLISH FUN WITH DICE

10↑

A bar counter in hell - the little devils are thirsty because of the heat, want a drink and roll dice to determine who will have to pay. Ten little devils are displayed; each player is given five rubies. If it is your turn you take all 10 dice and roll them. All players look at the result and silently decide for themselves, which color of dice corresponds to the demand set

by the diavolo die and quickly grab a little devil of that color. The diavolo die may demand any of the following: Largest total - you grab the devil corresponding to the color of those dice that total up the biggest sum. Smallest total - in analogy you grab the devil corresponding to the color of the dice with the lowest sum. Biggest



difference - you grab the devil in the color in which the dice result in the biggest difference between highest and lowest value. The demands of biggest number of uneven numbers and highest single value need no explanation and for Position of Dice you grab the devil which corresponds to the die situated nearest to the diavolo die. When more than one color corresponds to the demand you must grab the gray devil.

If you do not grab a devil or grab the wrong one, you discard a ruby and only if you grab the gray devil and are correct you win a ruby; but you can never own more than five rubies. If you are out of rubies you are out of the game and if you are last in play you win the game.

You need hellish reaction speed for that game if you want to grab the correct devil, and five rubies are not a lot! So concentrate hellishly, please, if you do not want to stand the drinks! ☑

## INFORMATION

PLAYERS:  
2-6

AGE:  
10+

TIME:  
15+

**Designer:** G. Lehmann, C. Lebrat  
**Artist:** not stated  
**Price:** ca. 12 Euro  
**Publisher:** Asmodee 2012  
[www.de.asmodee.com](http://www.de.asmodee.com)

## EVALUATION

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

**Comments:**  
Fun dice game \* Needs intense attention and speedy reactions \* Very simple rules

**Compares to:**  
All reaction games with dice

**Other editions:**  
Currently none



# DIXIT 3

84 NEW ADVENTURES FOR YOUR MIND

8↑

Players are given six out of 84 image cards, one set of voting tiles adapted to the number of players and a marker to put on the scoring track. One player is narrator, chooses a card, lays it out face down and comes up with a statement about this card; this can be a product of his imagination, a sound, one or more words, a quotation, a title of film

or book or anything else. The other players select a card from their own hand which they think goes best with the statement of the narrator and hand it to him face down. The narrator then shuffles the cards and lays them out in a row. All others now vote which card is that of the narrator. If some of the players guess correctly, the narrator scores - he



and all those who chose his card score 3 points and all other players score 1 point for each vote that was given to their card. When all guessed correctly or all guessed wrongly the narrator does not score at all and all other players score 2 points.

The expansion Dixit 3 provides 84 new cards and can be combined with the basic game and other expansions.

So far so simple - but this description does not do credit to the incredible fascination of this game. We still love to play it and love to play again and are pleased to have a new set of cards. Another artist, new ideas - what can you say about a chess board with a dove between the lines of the start set-up? Again imagination is in demand and the more often you play the game with the same people the more imagination you need, because then you must invent new clues for the cards. Beautiful, creative, surprising, challenging - a grab bag of ideas! ☑

## INFORMATION

PLAYERS:  
3-6

AGE:  
8+

TIME:  
30+

**Designer:** Jean-Louis Roubira  
**Artist:** Xavier Collette  
**Price:** ca. 18 Euro  
**Publisher:** Libellud 2012  
[www.de.asmodee.com](http://www.de.asmodee.com)

## EVALUATION

Creative communication game  
For families  
Version: de  
Rules: de en fr  
In-game text: no

**Comments:**  
Wonderful images by a new artist \* Promotes imagination and creativity \* Expansion for the core game \* Can combined with Dixit and Dixit 2

**Compares to:**  
All communication games on accordance

**Other editions:**  
Dixit, Dixit 2



## FACE 2 FACE

LION WITH ELEPHANT EARS

3+

Closing time at the zoo - visitors are leaving to go home and the animals go back into their cages or enclosures. But in this game they do not go there to go to sleep, but to change for the party. The animals love to dress up as other animals.

The game comprises 16 tiles showing the head of an animal, and 16 tiles with a hole and the

contours of an animal's head around this hole. Those tiles can be used for different games, in three of them you win with most pairs of cards.

Face 2 Face is a version of the classic memo mechanism for children ages 3+; you place all tiles with a hole into one grid and all tiles without a hole into another grid. Then you turn over

two tiles and place them on top of each other, the one with a hole on top of the one without a hole. When the tiles correspond, you take the pair and may turn up two tiles again.

Toddlers of age 2+ can play Funny Faces; you just combine one tile with a hole with a tile without a hole.

First Face is a reaction game for children of ages 5+. All tiles with a hole are spread out open-faced; the tiles without a hole are stacked face-down. Then the top tile from the stack is turned over and all search simultaneously for the correct contour among the tiles with a hole. Whoever finds it first, receives the pair.

In Peek a boo for children of ages 6+ you stack 12 pairs in four stacks; in your turn you move a tile from one stack to another. If you make up a correct pair when doing this you take the pair.

Face 2 Face offers very pretty versions of standard game mechanism; the idea with the frame tile is nice and trains re-thinking and imagination. ☑



### INFORMATION

PLAYERS:  
2-4

AGE:  
3+

TIME:  
5+

**Designer:** Kok, Visschedijk, Gielen  
**Artist:** G. Derossi, H.-G. Schneider  
**Price:** ca. 15 Euro  
**Publisher:** White Goblin Games 12  
[www.whitegoblingames.com](http://www.whitegoblingames.com)

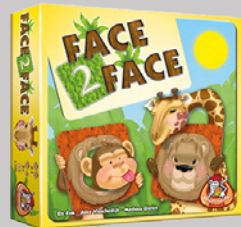
### EVALUATION

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

**Comments:**  
Very pretty animal images, easily recognizable \* Nice version of the memo mechanism \* Several ways to play for different age groups

**Compares to:**  
All memo and reaction games

**Other editions:**  
Currently none



## GOLD ODER PECH

WHO WINS WITH FRAU HOLLE?

3+

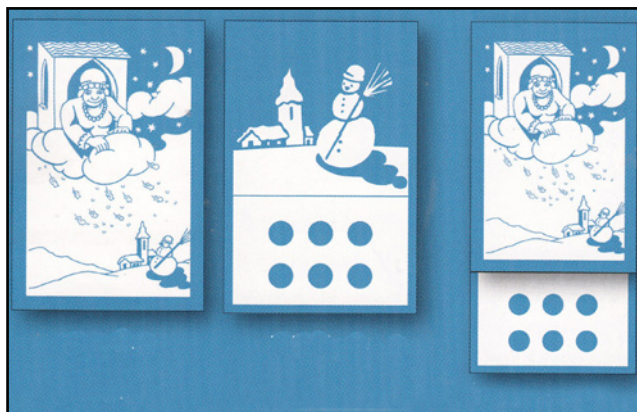
Goldmarie and Pechmarie in the Fairy Tale about Frau Holle – this game uses cards to tell part of the story and to enact it, you win if you end the game with more gold pieces than lumps of tar. The game comes in a wooden box holding 72 cards, comprising stop cards, cards for taking one or two pieces of gold or lumps of tar and cards for handing over

a piece of gold or a lump of tar as well as six dice cards with the dice symbols from One to Six. The dice cards are laid out in numerical order and all other 72 cards are shuffled well. Then you distribute the cards randomly face down on the dice cards, 12 per card, the dice symbol must remain visible.

In your turn you roll the die and

take the top card from the stack on the dice card corresponding to the die result. The instruction on the card is implemented; if you must hand over a piece of gold or a lump of tar you choose the player to whom you want to give gold or tar. If you do not have gold or tar to execute the card nothing happens. A stop card you may keep and use when you do not want to execute a card in the course of the game. When two of the dice cards are empty you check who has more gold than tar and this player is the winner.

The idea for a game based on a story of the Brothers Grimm and the implementation as well as the finished product come from the Werraland Workshop for Handicapped Persons. The rules also feature the story itself for telling or reading. The game mechanism is a simple dice game; the introduction of the cards makes it more exciting and much more graphic and a felicitous and simple extension for a classic Fairy Tale. ☑



### INFORMATION

PLAYERS:  
2-6

AGE:  
3+

TIME:  
20+

**Designer:** not stated  
**Artist:** not stated  
**Price:** auf Anfrage  
**Publisher:** Werraland Werkstatt 12  
[www.werraland-wfb.de](http://www.werraland-wfb.de)

### EVALUATION

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

**Comments:**  
Created and manufactured in the Werraland Workshop for Handicapped \* Very simple rules \* Pretty illustrations

**Compares to:**  
All dice game with event cards

**Other editions:**  
Currently none





# HOME SWEET HOME!

BUT NOT KRAKEN TOGETHER WITH CRABS

8+

There are problems with housing space at the bottom of the sea; kraken and crabs do not want to live together.

The game comprises 30 cards showing kraken and 30 cards showing crabs as well as 20 diving bells of values One to Five. You collect sea dwellers in your diving bells and win, when all cards have been played, with

most of the sea dwellers. Each player is handed five diving bells of values One to Five and places them in adjacent order on the table before him. The animal cards are shuffled and each player is dealt four cards; the other cards are stacked face down.

In your turn you choose one of his cards, put them in the middle of the table and name the

current total number of visible animals. Then you draw a card from the stack. When the total number of animals after your turn is 12 or higher, you take the stack and distribute the animals according to their number on the cards to your diving bells. The drawback is that crabs and kraken cannot be placed into the same bell. Should the stack you just took hold a #3 crab, but should there already be a #3 kraken sitting in your #3 bell, you cannot put the #3 crab there, but must discard the #3 crab and also one #3 kraken card as a penalty. When the draw pile is empty, the round is finished; should there be less than 12 animals in the stack after the turn of the last player of the round the stack is not distributed. You win if you did collect most animals in your diving bells.

Home sweet Home is a somewhat different set collecting game; you must deliberate carefully if a stack is lucrative despite possible discarding of penalty cards. ☑



## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
15+

**Designer:** Annick Lobet  
**Artist:** Christophe Swal  
**Price:** ca. 10 Euro  
**Publisher:** Gigamic 2012  
[www.gigamic.com](http://www.gigamic.com)

## EVALUATION

Set collecting game  
For families  
Version: multi  
Rules: 20 languages  
In-game text: no

**Comments:**  
Simple Rules \* Lots of  
Tactics possible \* Also  
playable as memo version  
with face-down cards in  
the stack

**Compares to:**  
Set collecting game with limitations

**Other editions:**  
Currently none



# JUNGLE BRUNCH

THE ELEPHANT EATS FIRST!

6+

In the guise of animals players are looking for food, but must take care not to be eaten themselves by predators and always decide again if they want to eat first or be safe in a group!

Each player holds a deck of 22 animals of a color and draws six of them. In each round the jungle is laid out by turning over plant cards until at least one card

of each kind is visible and the minimum number of cards depending on the number of players; hunger cards count for this total, surplus card not, but they remain visible, albeit set aside a little. In a round all choose two w cards from their hand in turn and lay out one of the open-faced, the other face-down. When all cards are placed, the face-down

ones are turned up simultaneously. Bats and snakes on display are put into effect first and then the other animals eat according to stringent rules: The strongest one eats first; an animal that eats takes plant cards or other animals accordingly. When an animal has to eat a hunger card then the vulture, if present, eats the first buffalo or monkey who eats a hunger card. If you play two identical animals you have a group; it is safe from predators and is immune from bats and snakes, but eats more slowly and later.

When the animals are used up, a last round is played; should there not be enough plants for the jungle, the game ends instantly. If you have then most food points from plants and animals in your food stack, you win.

This is a pretty and colorful version of a multiple stone-paper-scissors game, the face-down cards bring a strong element of change, but can you really plan for opponents in the jungle? ☑



## INFORMATION

PLAYERS:  
2-5

AGE:  
6+

TIME:  
30+

**Designer:** Luca Bellini, Luca Borsa  
**Artist:** Mauro Pelosi  
**Price:** ca. 20 Euro  
**Publisher:** Giochi Uniti 2012  
[www.giochiuniti.it](http://www.giochiuniti.it)

## EVALUATION

Card game  
For families  
Version: multi  
Rules: en it  
In-game text: no

**Comments:**  
Very pretty design and  
components \* Mul-  
tiple stone-scissors-paper  
mechanism

**Compares to:**  
All games with chains of events or  
reactions

**Other editions:**  
Currently none



# KORSAR

PIRATES VS. MERCHANT SHIPS



25 merchant ships and 48 pirate ships are shuffled and each player starts with six cards. In your turn you draw a card or play a card. A merchant ship is played in a way that the stern of the ship points to the player who played it. Pirate ships are played next to a merchant ship to conquer it, again the stern of the ship points to the player who played

the card. Several players can play a pirate ship to a merchant ship, even the owner of the merchant ship. Each color can only be used by one player to attack the same merchant ship, but you can play additional cards of the color in later rounds to the same ship. Pirate captains are stronger than any ship but may only be used if you played a pirate ship first;



in case of several captains used the last one played counts; the admiral is played to defend your own merchant ship.

You win a ship if your own ship has not been attacked for one complete round of the game or if you hold the highest value of fighting strength at one of your own or at an opposing ship for one whole round. Ships that you win you lay out in front of you. When the draw pile is empty you must discard a card if you do not play a card. If someone plays his last card possible conquests are implemented and then you win with the highest total from gold from ships you won minus ships still in your hand.

In this new edition, too, the fast game is still alluring, the use of cards needs to be considered carefully as regards to investment/result; a good card memory is of help for tactical considerations and several cheaper ships are easier to conquer and can yield the same amount of points easier than one expensive one. ☑

## INFORMATION

PLAYERS:  
2-6/8

AGE:  
6+

TIME:  
45+

**Designer:** Reiner Knizia

**Artist:** not stated

**Price:** ca. 10 Euro

**Publisher:** Asynchron 2012

[www.hds-fantasy.de](http://www.hds-fantasy.de)

## EVALUATION

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

### Comments:

Simple basic rules \* Some tactical possibilities \* Card memory can be of help

### Compares to:

All card games where you play cards to win cards

### Other editions:

Asynchron, France  
Heidelberger Spieleverlag 2002



# LAND UNTER

WATER LEVEL AND SAFETY BELTS

10↑

In this new re-edition the game still is one of the best „annoyance games“ of recent years. Number cards from 1 to 60 show half a life belt, one life belt or no life belt. You are dealt 12 weather cards and are given the number of life belts pictured on the weather cards as safety belt cards - the worse your hand the more safety belts you have. 24

water level cards of value 1 to 12 are stacked face-down.

One turn of the game comprises 12 rounds and each round five steps: For each round 2 water level cards are turned up and you choose one of your weather cards and all are revealed simultaneously. If you did play the highest card, you choose one of the water level cards; who-

ever played the second-highest card takes the second one; both are laid out and this water level card goes on top of any other water level card you might have taken earlier. Whoever then has the highest water level card on display must discard one of his life belt cards. If you cannot do so you must resign for this turn. After 12 rounds or with only two players left, you score the turn: Each remaining life belt scores one point, each resigned player scores a penalty of -1, the player showing the lowest water level scores +1 point. Then each player hands his hand to his left neighbor and you play another turn of 12 rounds until each player has played each hand once. Then the player with the highest score wins.

„Land unter“ is a very quick and very good card game, topic and mechanism go together exceedingly well, the rules are simple and allow quick accessing of the game, the fun is huge as is the annoyance, sometimes. ☑



## INFORMATION

PLAYERS:  
3-5

AGE:  
10+

TIME:  
30+

**Designer:** Stefan Dorra

**Artist:** O. + S. Freudenreich

**Price:** ca. 8 Euro

**Publisher:** nsv 2012

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

## EVALUATION

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

### Comments:

Easy access to the game \* Interesting due to „I will do better with your cards!“ \* High replay value \* Excellent family game

### Compares to:

Earlier editions of the game; Santa Cruz and other games using the play-again-with-your-neighbor's hand mechanism.

### Other editions:

Zum Kuckuck, F.X. Schmid, 1997  
Land unter, Berliner Spielkarten, 2001  
Land unter, Amigo, 2002





## LIKE

### THE SOCIAL GAME



You are a user of STATUS, the most popular social network, and challenge other users as a troll by tagging them in embarrassing postings and you try to win the challenge. Then you can use "reputation" to make your profile the favorite and to have most friends, because you will win with most friends.

Each player is dealt a profile

card randomly. The phases of a round are Update, Discussion, New Friends, Help from the Web and Change of Troll. You can name cards and play them any time and cards of both kinds, profile and postings. You cannot give cards to other players or lend them to others or trade cards. Once in a round the Troll can challenge another player - to



do so you hand the tag wall to this player and bid a minimum of one fan marker. The challenged player must accept and also bid at least one fan marker. Those markers represent the number of fans you are using; both players flip their fan tokens, the number of "likes" on them decides the outcome of the challenge. You can add more markers anytime and also enter into temporary alliances in order to motivate players not involved in the challenge to use fans. As a helper you cannot raise your bid later.

At the end of the discussion/challenge allies of the winning side take back their fans and get the promised reward, the losing side gets nothing. Whoever did place fans can now buy new friends; in this phase no card can be played.

The unusual and interesting feature of this game is its topic, the mechanisms in the end result in a chance-driven comparison mechanism, but used attractively and wittily. ✓

## INFORMATION

PLAYERS:  
3-8

AGE:  
12+

TIME:  
45+

**Designer:** M. Almini, M. Pierangeli

**Artist:** Francesco Trivella

**Price:** ca. 25 Euro

**Publisher:** Cranio Creations 2012

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

## EVALUATION

Party game on social networks  
With friends

Version: multi

Rules: en it

In-game text: yes

### Comments:

Up-to-date, unusual topic \*  
Mechanism rather chance-driven, can be mitigated by cards

### Compares to:

First game on the topic; mechanisms are standard strength comparisons, influenced by cards

### Other editions:

Currently none



## MAKE 'N' BREAK PARTY

### ONE TALKS, ONE BUILDS!



The game comprises building cards with specifications to copy: 80 cards demand building 3D constructs, 20 cards show facial expressions which must be copied by laying them out on the table. The term cards show two words in two colors; at the start of the game you choose the valid color for the duration of the game.

You play in teams; the active team takes the building blocks - one member of the team builds, the others describe to him what he must build. The other team checks the correct set-up and the timer. The location of your marker on the board determines the mode for building: Building according to description, Build-



plus avoiding taboo word, blind building or constructing terms, for instance ball pen. When you construct such a term the rest of your team must guess the term correctly; the builder can support his construct by miming, gesturing and noises, but cannot use words. The Timer is activated according to the current mode; while the timer runs the team can try to execute cards and scores for correctly completed cards within the time frame. The team that has completed a tour around the board first, wins. In general, the game is targeted at two teams with a maximum of three members each; in variants modes for three and for up to nine players are given.

This party version is a good example for careful extension of a brand and a game mechanism; you still build under pressure of time according to the original idea of the Lawson Brothers, but terms and taboo words introduce a completely new flair to the game - how do you create a ball point pen from cylinders, blocks and arches? ✓

## INFORMATION

PLAYERS:  
3-9

AGE:  
10+

TIME:  
30+

**Designer:** Steinwender, Lepuschitz

**Artist:** Kinetic, P. Becker + Team

**Price:** ca. 30 Euro

**Publisher:** Ravensburger 2012

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

## EVALUATION

Building and party game  
For families

Version: de

Rules: de

In-game text: yes

### Comments:

Game mechanics from the original game \* Different game modes introduce changes in details \* Building following a description demands exact talking and careful listening

### Compares to:

Make 'N' Break and other construction games with specifications

### Other editions:

Currently none



# MAYA

POLYCHROME TURNS MONOCHROME



In colorful Maya pyramids with levels in different colors you try to switch levels to join levels of the same color. Aim of the game for two players is to create monochromatic pyramids.

The pyramids are set up, one per square, each level is smaller than the one below and no color can be present twice in a pyramid. One player chooses white, the

other black. Player Black puts the eagle on the stele, at a level of his choice, and places the stele between two orthogonally adjacent pyramids.

Player White starts and switches between one and four levels of orthogonally adjacent levels, always in a block including all levels above the ones you want to move. The bottom pyramid level



cannot be moved and the stele blocks the two pyramids that are adjacent to it. The eagle blocks all levels in all pyramids that are on the same height as his wings. When levels have been switched the stele is moved between the pyramids involved in the switch and you adjust the wing height of the eagle to the level that was just switched.

You cannot separate two levels of the same color. When you create several levels of the same color on top of each other in a switch you place one of your ladders next to the pyramid, but only at pyramid sides with a path and without ladder. When the switch creates a monochromatic pyramid, you put your priest on top of it; the pyramid cannot be changed anymore. If a player cannot make a move, you score for majorities of ladders at pyramids and priests on top of pyramids. For 3 and 4 players there are special rules featuring task cards instead of ladders and priests.

Colorful, abstract, good and more of a challenge than you might think! ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
20+

**Designer:** A. Mainini, A. Branciar

**Artist:** Mariya Pchelnik

**Price:** ca. 22 Euro

**Publisher:** Sirius 2012

[www.hutter-trade.de](http://www.hutter-trade.de)

## EVALUATION

Abstract placement game

For families

Version: multi

Rules: de en ru

In-game text: no

### Comments:

Transposition of a logical puzzle into a game for more than one player \*

Attractive components \*

Different winning condition for two, three or four players

### Compares to:

Towers of Hanoi and other shunting puzzles

### Other editions:

Currently none



# MEINS!

PURE COLLECTORS MANIA



As a member in the „Club of Hunters and Gatherers“ you compete for exotic exhibits and the title of „Collector of the Year“, which you must win for yourself by clever use of money, connections and other methods.

Four exhibits are laid out and also nine Acquisition Cards in a 3x3 grid. The exhibits show kind and number of acquisition

cards necessary to pay for them. Between players category cards are laid out, so that two players share one such card. Those two players compete for that card. Finally, each player is given a mansion.

You always take one row of acquisition cards from the grid, horizontally, vertically or diagonally, and place it in front of you.



Then you can acquire exhibits using acquisition cards from your stock or - once in the game - upgrade your mansion. Acquisition cards you used are discarded and the grid is replenished from stock for the next player. When a player puts the 3rd exhibit next to the same side of his mansion his turn and the current period of the game end immediately: All players must discard - rounded down - half of their acquisition cards and four new exhibits are laid out.

After three such periods two players compare their exhibits with the category card they share - if you have more exhibits in the category you take the card and then you win with most victory points from exhibits, category cards and upgraded mansion. Meins! is a nice set collection game, the allure is in the decision of you enter in the competition for the category card or rather collect the 2 victory points it grants via exhibits and also in the chance factor due to availability of acquisition cards. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
30+

**Designer:** A. Pelikan, A. Pfister

**Artist:** Klemens Franz

**Price:** ca. 8 Euro

**Publisher:** Amigo 2012

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

## EVALUATION

Set collecting game

For families

Version: de

Rules: de

In-game text: no

### Comments:

Nicely implemented topic

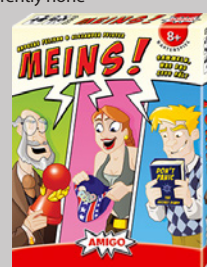
\* Simple rules \* Acquisition Cards used for a chance element

### Compares to:

Protzen

### Other editions:

Currently none





# MIA AND ME

DER MAGISCHE TRUMPTUS

5+

In the land of Centopia the elves are searching for parts of the magical Trumptus; when it is complete the instrument will oust Panthea and her Munculus warriors. At the start of the game all players together place all parts randomly into the board and each player takes one Elf board; if only two are playing, each player takes two boards.

You roll the die: For a number you draw the same number of parts from the board and place them next to your Elf board. Then you can again roll and draw or stop. This choice between rolling and stopping is possible as long as you do not draw a Munculus part or roll the Munculus symbol. If you stop voluntarily you keep all the Trumptus parts



of your color that you drew from the board in this turn, put them on your Elf board and put parts of other players back into the board. If you draw a Munculus part you lose all parts that you drew in this turn; the Munculus part is placed on the Munculus board. When you roll the Munculus symbol you hand all parts that you did draw in this turn over to their owners, your own you can keep, too. If you are first to have found all 8 parts of your Trumptus, you win. In a game for two players you must completely fill both Elf boards with Trumptus parts in the correct color in order to win. When the board of Panthea is completed first, all players lose the game together. Standard mechanisms have been nicely varied for this new license topic of Mia and Me, featured in a TV Series which is a mixture of live action and CGI animation; if you watch closely when parts must be put back into the board you can later draw your own parts unerringly. ✓

## INFORMATION

PLAYERS:  
2-4

AGE:  
5+

TIME:  
15+

**Designer:** Inka + Markus Brand  
**Artist:** Anke Loose, Olga Cress  
**Price:** ca. 17 Euro  
**Publisher:** Schmidt Spiele 2012  
[www.schmidtspiele.de](http://www.schmidtspiele.de)

## EVALUATION

Spotting-/Memo game  
For children  
Version: multi  
Rules: de fr it  
In-game text: no

**Comments:**  
New license topic \*  
Standard mechanisms,  
nicely varied \* Paying close  
attention is helpful

**Compares to:**  
All spotting games with memory  
mechanism

**Other editions:**  
Currently none



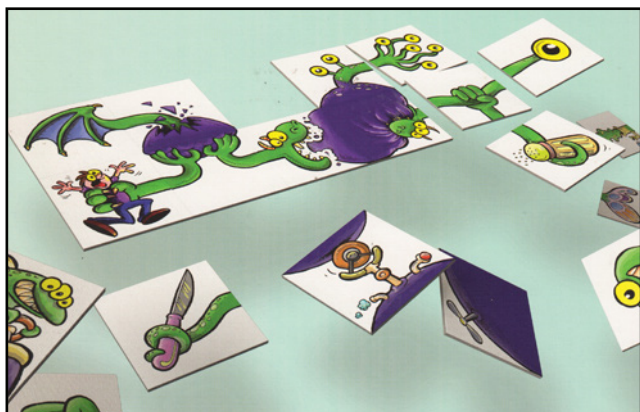
# MONSTER FACTORY

THICK ON THICK, EMPTY ON EMPTY

5+

Players are building monsters and place tiles for their own monster or that of an opponent; you want to create a big monster, but one that big that you cannot finish it. At the start of the game each player chooses one of the 88 tiles for his starting tile; tiles with connections to three or four sides are a good choice for this. The remaining tiles are heaped face-

down. In your turn you draw a face-down tile and then place it next to any monster. If you can place a tile anywhere you must do so and you are not allowed to discard a tile that you could play. When a tile is not playable according to the unanimous decision of all players it is put back into the box and you draw a new one. Each side of a tile shows either a



thick purple part of a monster or a thin green part or an empty edge. When you place a tile all sides that border another tile already placed must concur with those tiles' edges. You can place empty next to empty, but such a tile must border at least one more tile with thick/thick or thin/thin.

When a monster has no more thick or thin sides at its edges it is complete and its owner immediately chooses a new starting tile for a so called minion monster. At any given moment in the game you can only work at one monster. When each player has completed at least one monster or when all tiles have been placed you score one point for each tile in your first monster and one point for each tile showing eyes in your completed minion monsters and you win with the highest score.

The first game for children from Donald X. Vaccarino, and a roaring success, too, as seen in practice; it is simple, enchantingly illustrated and has that certain something due to the minion monster mechanism. ✓

## INFORMATION

PLAYERS:  
2-6

AGE:  
5+

TIME:  
20+

**Designer:** D. X. Vaccarino, N. Paley  
**Artist:** Nina Paley + Team  
**Price:** ca. 26 Euro  
**Publisher:** Rio Grande Games 12  
[www.riograndegames.com](http://www.riograndegames.com)

## EVALUATION

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

**Comments:**  
Nice topic for children \*  
Wonderful drawings \*  
Simple rules \* Interesting  
tactics due to minion  
monsters

**Compares to:**  
Carcassonne and placement games  
with completing of contours

**Other editions:**  
Currently none



# RAINBOW 7

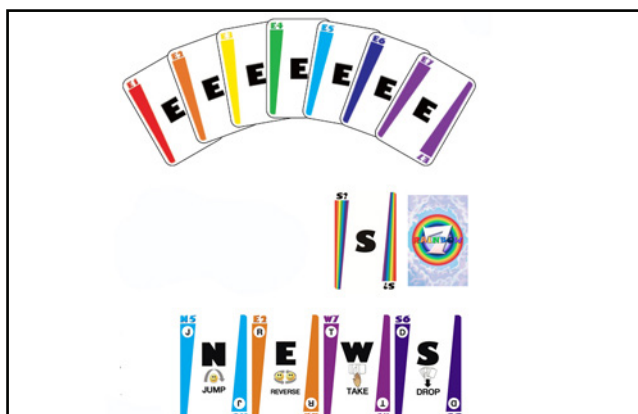
COLLECT ALL COLORS

7↑

The Queen of Sheba is visiting King Solomon, famous for his wisdom, and asks him for the source of this his wisdom. He answers her that after the Great Flood the first rainbow appeared and if she could find it she could acquire the same wisdom. This answer became known all over Jerusalem and many set out to find wisdom and the rainbow.

But the clues on where to find the rainbow were strewn all over the land.

Each of the four cardinal directions - North, South, East and West - has its own seven hints corresponding to the seven colors of the rainbow - Red, Orange, Yellow, Green, Blue, Dark Blue and Purple. You choose a direction and complete the rainbow



by collecting all colors for that chosen direction. Each player is given eight cards, the rest is stacked. Now each player lays out a card face-down. From now on you always hold seven cards; the card laid out determines the starting player - if you placed the first color in the rainbow sequence you are the starting player.

In your turn you play a card from your hand and draw a card, either from the draw pile or from the discard pile of another player. When the draw pile is empty you only draw from other players' stacks. If you play an action card, you use its effect. Whoever plays his last but one card calls "it's raining", if you place your last card you call "Rainbow" and lay out the complete rainbow from your hand.

A version of Rummy, that is, collecting a pre-set sequence while using action cards similar to UNO, this best describes the mechanisms of Rainbow 7 - a pretty family game with an unusual topic. ☑

## INFORMATION

PLAYERS:  
3-5

AGE:  
7+

TIME:  
20+

**Designer:** Pascal Park

**Artist:** not stated

**Price:** ca. 10 Euro

**Publisher:** Deinko 2012

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

## EVALUATION

Set collecting game  
For families

Version: multi

Rules: en kr

In-game text: no

### Comments:

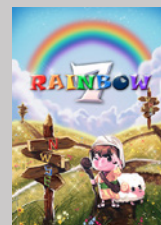
Set collecting game with mechanisms from UNO and Rummy \* Nice background story \* Simple mechanisms

### Compares to:

Other set collecting games with draw card/discard card mechanisms

### Other editions:

Currently none



# RONDO

DISCS IN CIRCLES

8↑

A new abstract family game by Reiner Knizia - two concentric circles are interconnected by paths and thereby connected to a center spot, marked as the starting spot. The spots on paths and circles - some of them with a grey background - show numbers from 1 to 5 in five colors; all numbers are present in all colors. The boards on the front and back

side show different number distribution.

All pieces in all five number colors are but in the back and you draw two at the start. Then, in your turn, you can either draw two pieces or place one or more pieces on the board and then draw one piece.

A piece can only be put on a free spot which must show a number



in the color of the piece. The first piece you place in a turn must be placed next to any other piece already on the board or next to the starting spot. Should you place more than one piece, you must place them in a row and can only change direction once. Each piece that you place scores the number it covers for points and you can place several pieces of the same color on a spot and earn the corresponding multiple score. You are allowed to cover a number, for which you do not have a corresponding piece, with a face-down piece in order to reach a spot of higher value. There is a limit of five pieces that you can hold at a time. When all pieces are placed or when all grey spots on the board have been covered you win with the highest total score.

Rondo is an abstract game and a very attractive game and offers a lot more tactic than you would suppose at first glance. To pass up on a number and hopefully draw the right pieces for multiple placements is one of the tactics to win. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
30+

**Designer:** Reiner Knizia

**Artist:** Eckhard Freytag

**Price:** ca. 27 Euro

**Publisher:** Schmidt Spiele 2012

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

## EVALUATION

Placement game  
For families

Version: multi

Rules: de fr it

In-game text: no

### Comments:

Very attractive design \* Simple rules \* Two different boards

### Compares to:

Placement games to collect points

### Other editions:

Currently none





# SEMIRAMIS

RESTORE ORDER TO THE QUEEN'S GARDEN



The mythical Queen Samurais fancies a very special arrangement in one of her famous gardens, and you should arrange for it - no plant can sit next to a plant of the same color or the same shape and the free spot should be in the middle of the garden. There is a total of 21 playing pieces in three shapes and three colors, but irregular amounts; one

shape comes in 3x green, 2x orange and 2x white, the next one in 2x green, 3x orange and 2x white and the third shape in 2x green, 2x orange and 3x white. The board shows 13 spots: eight on the outer rectangular path, four in a middle circular path with one connection each to one of the middle positions on the outer path, and the middle posi-



tion, with one exit to the middle path. The Queen sets you 24 different puzzles in four different levels of difficulty, in each puzzle the starting set up is given as well as the number of moves which you need to achieve the correct arrangement; in each puzzle only 12 pieces are used. You can move a piece along a line on the board to the free spot; you cannot jump over other figures. The solutions are given on the back of the puzzles; the positions on the board have been numbered in the solutions and the solutions list the numbers of positions in the order you vacate those positions. There is a little trick: At the end you can have pieces of the same shape or color to the left and right or the top and bottom of the middle position, as those spots are not connected by a direct line.

Semiramis is - as all games from Gerhards - an elegant, classy and interesting game, ideal for friends of logical puzzles and wooden components. ☑

## INFORMATION

PLAYERS:  
1

AGE:  
8+

TIME:  
10+

**Designer:** Oliver Schaudt

**Artist:** not stated

**Price:** ca. 25 Euro

**Publisher:** Clemens Gerhards 11

[www.spiel-und-design.de](http://www.spiel-und-design.de)

## EVALUATION

Logic puzzle  
With friends  
Version: multi  
Rules: de en  
In-game text: no

### Comments:

24 tasks in four different levels of difficulty \* Solutions are given \* Wooden components \* Planning is the better way than trial and error

### Compares to:

All other solitaire games with formation forming tasks

### Other editions:

Currently none



# SLAVIKA

HEROES PROTECT THE LAND

A shadow has fallen across the Slavic Lands - the Amulet of Slavika is powerless until the daughter of the late regent can undergo the binding ceremony with the amulet. Until that date the leading families must protect the land from Evil.

Players hold six hero cards, in each region the corresponding treasures are laid out and each

player is dealt five monster cards for his hand.

A player's turn comprises three actions - a Hero is played into a region, if possible - A hero is placed into another region, if this is not possible, you play a monster - A monster from your hand is played into a region different from regions used in the first two actions. The Hero lines



up behind other heroes already present in the region and uses applicable special abilities, the same goes for monsters. When the number of monsters in a region equals the limit for the region a battle is fought. You sum strengths of heroes and monsters taking into account all special abilities of region, monsters and heroes. When the heroes are stronger fame points are awarded; whoever contributed most gets most fame and all treasures unless a thief is roaming the region. When the monsters win nobody gets anything, monsters are discarded, heroes go back to their players and new treasures are added to the region. When four of the five Month cards have appeared you win with most fame points.

Basically a simple comparison of card strengths, the allure is in the specific placement of heroes and monsters and the equally specific and selected use of special abilities and interdependencies. ☑

## INFORMATION

PLAYERS:  
2-5

AGE:  
10+

TIME:  
30+

**Designer:** Marcin Welnicki

**Artist:** Jarek Nocoń

**Price:** ca. 15 Euro

**Publisher:** Rebel.pl 2012

[www.wydawnictwo.rebel.pl](http://www.wydawnictwo.rebel.pl)

## EVALUATION

Fantasy card game  
With friends  
Version: multi  
Rules: en pl  
In-game text: no

### Comments:

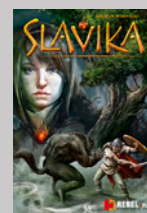
Knowledge of the card is an advantage \* Interesting with extensive active use of card abilities \* Standard fantasy topic

### Compares to:

All cards with a fantasy topic and comparison of strength

### Other editions:

Currently none



# SMASH UP

ALIEN, ZOMBIE OR DINOSAUR?

This game has a simple goal - control the world by destroying bases with your own creatures. 160 cards feature eight different factions; you choose two of those factions and shuffle the total of 40 cards together into one deck; then you lay out a number of bases equal to the number of players plus one and each player draws five cards from his face-

down stack.

At the start of a turn you activate abilities of your cards in the display and then you can play a creature, an action or an action and a creature. Creatures are played next to a base and you implement the card text. When creature and/or action are played, you check all bases on destruction and possible scor-



ing. Finally, you draw two cards up to a limit of 10 cards in hand; if necessary your discard pile is shuffled for a new draw pile. Then you execute card abilities that are activated at the end of a turn.

Bases are destroyed and scored when the total value of all creatures played at the base totals or exceeds the destruction value of the base, again with taking into account abilities that are activated by "scoring"; the active player begins and also decides - in case more than one base needs to be scored - on the order of scoring bases. Players with the most, second most and third most creature points at the base score victory points equal to the left, middle or right number on the base card. You win, if you are first to acquire 15 victory points. Not a deck building game, but a deck shuffling game with nicely combined standard mechanisms of the genre; the game is decided by clever use of the cards you happen to have in hand. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
12+

TIME:  
45+

**Designer:** Paul Peterson  
**Artist:** T. Rowland, K. Fitzgerald  
**Price:** ca. 15 Euro  
**Publisher:** Pegasus Spiele 2012  
[www.pegasus.de](http://www.pegasus.de)

## EVALUATION

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

**Comments:**  
Variant of deck building games, you shuffle a fixed deck \* Clever use of card abilities is the deciding factor

**Compares to:**  
Card placement games with points accumulation and card interaction

**Other editions:**  
Smash up, AEG, USA



# SOLUNA

STACK SUN ON MOON



Soluna is a stacking game; players use 12 wooden discs showing celestial symbols on both sides, and there are also seven stars used for scoring. One player takes up all discs and drops them cautiously onto the table; this creates 12 „towers“ showing different symbols - there are sun, moon, stars and shooting stars. All discs must lie

separately on the table, each disc constitutes one of the 12 starting „towers“. The younger player decides if he wants to begin or rather would have the second move.

Both players move alternately and choose a tower to place it on another tower while observing at least one of two rules: The two towers must be of the same

height, that is, comprise the same number of discs, or both towers must show the same symbol on top. Both conditions can be, but need not be, complied with at the same time.

A tower can never be split again, that is, you can never move part of a tower, but must always move a complete tower and place it onto another tower. When one player cannot make a regular move in this way he has lost the game and the other player wins. The winner takes a star and the towers are dismantled in a way that the starting mixture of visible symbols is the same, that is, you do not turn over any of the discs to the other side. The loser chooses if he wants to begin. If you are first to win four stars you have won the game.

Soluna is another typical Steffen game and fits seamlessly into the series of elegant simple game with lots of depth, offering tactical fun with a celestial topic and mundane aggravation because you did not think ahead far enough. ☑



## INFORMATION

PLAYERS:  
2

AGE:  
7+

TIME:  
20+

**Designer:** Bruno Faidutti  
**Artist:** Steffen Mühlhäuser  
**Price:** ca. 12 Euro  
**Publisher:** Steffen Spiele 2012  
[www.steffen-spiele.de](http://www.steffen-spiele.de)

## EVALUATION

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

**Comments:**  
Fast elegant game \* Simple rules \* Tactic only!

**Compares to:**  
Stacking games with specifications

**Other editions:**  
Currently none





# SONNE UND MOND

A VERSION OF RUSSIAN BANK

8+

68 cards with 29 x Sun, 29 x Moon, 5 x Solar Eclipse and 29 x Lunar Eclipse are well shuffled and stacked face-down, each player draws five cards from this stack. In turn players lay out one card to start a row or continue a row. You only draw cards again when all your cards in hand are placed.

In a turn you can either place a

card or remove a row, you must do one of those two actions. Another restriction is that you can have only one sun row and one moon row on display. You can place a card in your own row or also in an opponent's row. Both kinds of cards are placed in adjacent order at the left or right end of the row, a card is never inserted between cards already



placed- When you place a card showing an animal you must place another card in the same turn. Eclipse cards are placed on top of cards already placed and interrupt an opponent's row; Eclipse cards can be annulled again by a fitting card. When you have five or more cards in an uninterrupted row you can remove this row in your next turn. Those removable cards can be part of a longer, interrupted row, but must be free of Eclipse cards themselves. If you have no card that you can play anywhere and cannot to a move, you destroy yourself and lose cards in hands and both rows, and then draw five new cards. When nobody can play anymore, removed, that is, collected Moon and Sun cards score one point each, cards still on display -1!

A neat little game, in which destroying yourself can be a useful tactical move, if you can initiate it; it is a card game typically for designer Jacques Zeimet, fast, unusual and interesting, annoyance potential inclusive! ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
20+

**Designer:** Jacques Zeimet

**Artist:** Johann Rüttinger

**Price:** ca. 11 Euro

**Publisher:** Drei Hasen in ... 2012  
[www.hasehasehase.de](http://www.hasehasehase.de)

## EVALUATION

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

### Comments:

Wonderful graphics \*  
Unusual idea \* Darkness  
cards for irritations

### Compares to:

Placement games with row  
formation

### Other editions:

Currently none



# SPOOKY SPELLS

ESMERALDA IS THROWING STONES



8+

The evil witch Esmeralda is throwing Magic Stones and if you have to take most of them you are under her spell. At the start of the game players decide together on an action for a "spell" which must be executed by whoever loses the game - sing a song, stand a round of drinks, do some gymnastics or call everybody by a special name or ...

Each player is dealt four cards and you play in rounds in clockwise direction. At the start of your turn you check if you have Magic Stones in front of you. If not your turn ends and passes to the next player. Good for you!

Should you have Magic Stones, you turn up the top card from your stack and implement the instructions on it. Should you have



no cards available, the stones are yours for the time being and the turn passes to the next player. When all players must pass in a row, the game ends and all players add the values of their stone. Should you have the highest score you are the loser of the game.

In the advanced game players can look at their cards and choose one to implement in their turn. The rules recommend one game of the basic version and one game using the advanced rules and determining the loser with the highest total from both games- The cards determine if you receive stones or cards or if you have to hand them over; the Magic Book markings on the cards tell you who will give you stones and to whom you will give cards.

With this funny, completely chance-driven game the Korean publisher provides a nice party games for family or larger groups; ideal in any case for children birthday parties and similar events and also interesting as a representative for games from Korea. ☑

## INFORMATION

PLAYERS:  
3-10

AGE:  
8+

TIME:  
20+

**Designer:** Dave Choi

**Artist:** not stated

**Price:** ca. 10 Euro

**Publisher:** Happy Baobab 2012  
[www.happybaobab.com](http://www.happybaobab.com)

## EVALUATION

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

### Comments:

Nice example for games  
from Korea \* Simple rules \*  
Basic game solely chance-  
driven \* Some tactic pos-  
sible in the advanced game

### Compares to:

All chance-driven allocation games

### Other editions:

Currently none



## THE ENIGMA OF LEONARDO

ROWS OF SYBOLS FOR A KEY

2011 Rightgames for the first time did bring Russian Games to Essen, among them The Enigma of Leonardo: In Leonardo da Vincis estate incredible amounts of illustrations and drawings were found. Players are tasked with deciphering the meaning of such drawings by finding all seven keys.

All cards are shuffled and you

are dealt 10 cards face-down; you choose five without looking at them and lay them out on the table in the shape of a cross; then all cards are revealed and you take up your five remaining cards.

In a turn you first play a card, receive - maybe - a clue/key card and draw a card from the draw pile. Each card features two sym-



bols and there are Key cards for every Symbol.

The card that you play replaces a card of your choice in your display; the card you remove is put into the display of your left neighbor, in the same location it took up in your display. The ousted card of your neighbor is discarded. When your own display then shows three identical symbols in a horizontal or vertical line, you receive the corresponding Key Card. With a card that comes into your display from the display of your right-hand neighbor you cannot earn a Key Card and you cannot collect more than one Key Card for one kind of symbol. Once in the game you can take any Key Card of your choice if you assemble five identical symbols in your display and you win the game if you own seven different Key Cards.

The Enigma of Leonardo is basically a set collecting game, the challenge of the game lies in taking into account the display of your neighbor; a tactically places card can block your neighbor from acquiring a Key Card. ✓

### INFORMATION

PLAYERS:  
2-4

AGE:  
10+

TIME:  
50+

**Designer:** Sergey Machin

**Artist:** not stated

**Price:** ca. 10 Euro

**Publisher:** Rightgames 2011

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

### EVALUATION

Set collecting  
With friends  
Version: multi  
Rules: en ru  
In-game text: no

**Comments:**

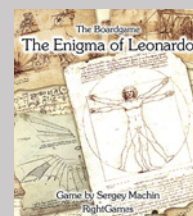
Very attractive component and design \* Standard mechanisms interestingly varied due to including neighbors

**Compares to:**

All set collection games with arrangement specifications

**Other editions:**

Currently none



## TRICK OF THE RAILS

WIN THE TRICK, PLACE A LOCOMOTIVE

In this card game players embody American investors who issue shares of companies and run the companies with the aim to get as rich as possible.

You start with a given display for companies and nine company cards in hand. Another row of cards is laid out with exchange cards, city cards, locomotive cards and share reservation

cards in a given order; this is called the trick line.

The current starting player leads a card and you must, if possible, play a card of the same company to the led card; if you don't have such a card, you can play any card. You cannot pass. The highest card of the company led wins the trick and the winner of the trick implements the first card



of the trick line; depending on the kind of card he acquires a share or places a locomotive or city next to a company. In case of exchange cards and shares the cards that were played remain with their owners as shares of the company. Should there be a reservation card in the trick line you replace it with the card that did win the trick; in all other cases the winning card is taken out of play. In case of a locomotive or city card as first card the winner places it next to a company and then all players place the cards they played to the respective companies. When all cards have been played, the company value according to the locomotive is calculated and you score for shares accordingly.

Neat, compact, sophisticated and offering a lot of fun in a very small card game! You do not know at the start of the trick if you will keep the card as company share or if it will end up in the company to enhance company value. ✓

### INFORMATION

PLAYERS:  
3-5

AGE:  
10+

TIME:  
45+

**Designer:** Hisashi Hayashi

**Artist:** ryo\_nyamo

**Price:** Derzeit vergriffen

**Publisher:** Okazu Brand/Japon Brand 12

[www.okazubrand.seesaa.net](http://www.okazubrand.seesaa.net)

### EVALUATION

Railway game with cards  
With friends  
Version: multi  
Rules: en jp  
In-game text: no

**Comments:**

Few rules \* Sophisticated mechanisms \* Interesting interconnections between winning a trick and used cards

**Compares to:**

Basically trick taking games, first game as regards to combination of mechanisms and topic

**Other editions:**

Currently none





# TRIOVISION MASTER

LOOK AND MOVE A PIECE  
FOR A FORMATION



Formation forming is a fundamental ability as well as the recognition of positions and ways to find a solution. Trio- vision has used this principle for a game and it is now used again in Trio- vision Master, which also trains anticipatory planning and constructing as a prerequisite for planned actions, logical-ab-

stract thinking and the solving of mathematical problems.

Nine playing pieces in three colors and three shapes - each shape is present in each of the three colors - are placed randomly on the board. Ten cards are displayed open-faced, the rest is face-down draw pile, and the back of the top card of this



draw pile always shows one of the playing pieces.

All play at the same time and look at the open-faced cards and try to make up one of the formations pictured on those cards. Shapes without color represent a piece of this shape in any color, color spots any piece in this color. To arrange for a formation you can only move the piece that is pictured on the top card of the draw pile. If you see a solution stops the search, points to the card and relocates the piece. When the solution is correct you receive the card and a new one is laid out from the stack. Mirror-image solutions are not correct solutions. If you are first to own 12 cards you win.

Versions suggest playing all cards and you will win with most cards; or you can form several draw piles and move any of the pieces visible on the top; in the solo version you simply play against time. Trio- vision is a well-made sequel to Trio- vision; abstract thinking resulting in correct moves come in felicitous combination and train spatial thinking. ✓

## INFORMATION

PLAYERS:  
1-6

AGE:  
7+

TIME:  
20+

**Designer:** Susanne Galonska

**Artist:** Team Huch! & friends

**Price:** ca. 15 Euro

**Publisher:** Huch / IQ-Spiele 2012

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

## EVALUATION

Placement/Logic game

For families

Version: multi

Rules: de en fr nl hu

In-game text: no

### Comments:

Well-known mechanism very well implemented \* Challenging due to forbidden mirror image solution and pre-setting of the piece to use \* Versions listed

### Compares to:

Trio- vision, Digit and other abstract placement games on formations

### Other editions:

Currently none



# WE WILL WOK YOU!

BROCCOLI FOR ROCK MUSICIANS!

8+

Wok cooking during the Wok Festival with Wok Musicians! Small wonder that ingredients are missing! Always problems with the competitor!

You collect coins in order to buy ingredients which you then use to acquire woks. Six ingredients are available in varying quantities and each ingredient cards shows 0, 1 or 2 symbols out of

five different ones - Fortune Cookie, Spoon, Bowl, Eating Sticks or Star, the star is a joker for all the other symbols. Ingredients, woks and coins are arranged in rows and groups according specifications based on the number of players. In your turn you have one of three actions: Collect coins, buy a row of ingredients (not a single ingredi-

ent!) or take a wok card. You are not allowed to pass. Empty rows are replenished; coins go back into the display when you buy ingredients. Wok cards are taken by laying out ingredient cards; you do not discard those cards but keep them on display. The ingredients you lay out to buy a wok must show four identical symbols. You cannot use those ingredients later in the game to acquire another wok; you need ingredients from your hand for a wok. If you take coins you reduce the price for a row; if you buy a row you place the coins next to it and raise the price for this row.

When two rows of ingredients are empty, you allocate ingredients on display, ingredients from your hand and the Man-at-Wok (The Cook) to your woks and win with most points. The allure of this set collecting game comes from the price mechanism, its ups and downs, and the dilemma that you only can acquire money by lowering the cost of ingredients for your opponents. ✓



## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
30+

**Designer:** Sebastian Bleasdale

**Artist:** Michael Menzel

**Price:** ca. 13 Euro

**Publisher:** Pegasus Spiele 2012

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

## EVALUATION

Card collecting game

For families

Version: de

Rules: de

In-game text: no

### Comments:

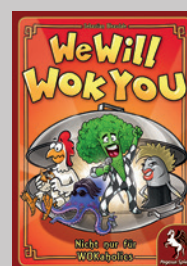
Funny topic \* Simple rules \* Interesting money acquisition mechanism

### Compares to:

Set collection games

### Other editions:

Currently none



## WHY FIRST?

COMING IN SECOND IS BETTER!

8+

Since the dawn there has been a merciless and top secret competition for ... coming in second! Why would you want to be first anyway?

Aim of the game is to collect points, but not too many, because at the end of the game you want to be in second place. Players start with their marker at position 0 and the number

of cards in play is adjusted to the number of players. Then the cards are shuffled and each player is dealt four cards. Each of the cards shows a big number with plus or minus in front, this number is repeated in the top left-hand corner and then there is another small number, also in the top left-hand corner.

You play five races which each



comprise six rounds. Each of these rounds comprises three actions: Choose a card from hand, determine order of play and play selected card. All turn up their selected card simultaneously and the cards are sorted by numerical value of the big number in descending order, ties are resolved by the small second number in the corner. You then play your card in turn order and choose a player who moves his marker according to the big number. You can play the card on yourself! If you are in second position after five such rounds, you win the game and you note the number in the spot with your marker; all other players do not score.

For the next race the cards are re-shuffled. If you have the highest total score after five rounds, you win, but only if you have won at least one race.

Why First? Is a witty version of card-driven race games; quick calculations in your mind and a good survey of the game are necessary to come in a jubilant second in the end. ✓

### INFORMATION

PLAYERS:  
2-6

AGE:  
8+

TIME:  
30+

**Designer:** Simon Havard  
**Artist:** Simon Havard  
**Price:** ca. 10 Euro  
**Publisher:** Runadrake 2012  
[www.runadrake.com](http://www.runadrake.com)

### EVALUATION

Race game with cards  
For families  
Version: multi  
Rules: de en es fr pt  
In-game text: no

**Comments:**  
Witty variation of a standard mechanism \* Not as simple as it seems \* You need a 1st place to win with 2nd place all over

**Compares to:**  
Card-driven race games

**Other editions:**  
Currently none



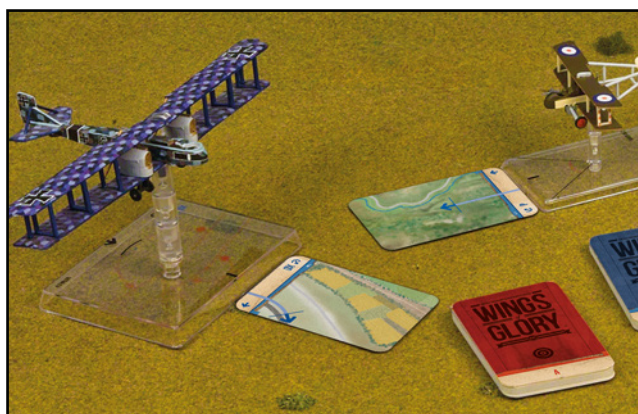
## WINGS OF GLORY

AIR COMBAT IN WWI AND WWII



Air Combat in WW1 und WW2 - Wings of Glory is a rules system with which you can simulate those confrontations; the game comprises miniatures for the airplanes and cards for the maneuvers of those airplanes. WWI Wings of Glory Rules and Accessories Pack contains all that you need for the WWI version of the game with the exception of

the airplanes. For machines you need one or two WWI Airplane Packs or a complete Starter Set. You hold a maneuver deck for each of your planes; a turn of a player comprises planning and three actions, which are split into movement and fire. The rules take Lines of Sight into account as well as damages and much more. Ground units like trench-



es and others are represented by cards, not by miniatures. With the exception of the number of available plane miniatures there is no limit on how many can play. The basic rules offer an introduction and easy entry into the game - when you have mastered those you can try your hand and the somewhat more demanding standard rules, which add special damage and their effects to the basic rules. Next come the advanced rules, which introduce flight levels and corresponding maneuvers and which make the game much more realistic. Other possibilities come from the optional rules, which can be combined with all stages of rules, and from scenarios which offer more in-depth play. Additional scenarios are available from the website and from other packs in the series.

Wings of Glory is an adaptation or continuation of the Wings of War series; fans of realistic models and detailed rules find realistic simulations of air combat including balloons or dirigibles. ✓

### INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
var

**Designer:** A. Angiolino, P. G. Paglia  
**Artist:** V. Auletta, D. Cali  
**Price:** ca. 30 Euro  
**Publisher:** Ares Games 2012  
[www.aresgames.eu](http://www.aresgames.eu)

### EVALUATION

Conflict simulation  
For experts  
Version: de  
Rules: de en it  
In-game text: no

**Comments:**  
Striking miniatures \* Copious rules \* Realistic simulations \* Many scenarios available

**Compares to:**  
Wings of War and other simulations

**Other editions:**  
Wings of Glory Starter Set





# YAY

NUMBER ENTERED IN A SQUARE  
TOUCHED BY DIE

8+

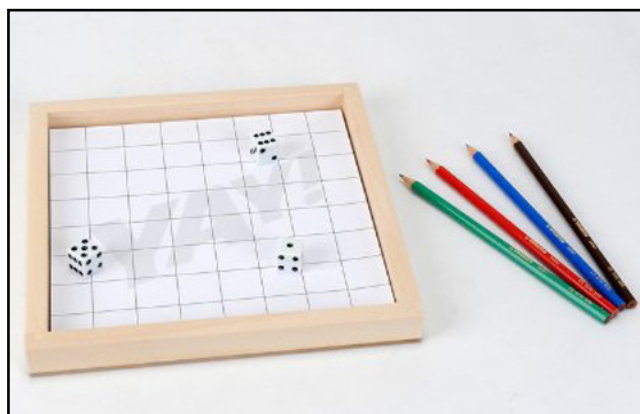
There are lots and lots of dice game, and there are many dice game in which you add the pips resulting from a roll and score the total - Yay has all those characteristics and yet is a somewhat different kind of dice game:

The playing area is a sheet of paper, showing a grid of 8x8 squares, placed into a wooden frame; each player is given a col-

ored pen. For one's first move each player rolls all three dice into the playing area, adds the pips and enters the sum into any of the squares of his choice, touched by any of the dice. From your second roll on you can roll the dice as often as you want, but must always produce a higher result than with the previous roll. If you do not manage

this you must cross out one of your results in the grid and cannot enter points. If you stop and want to enter a result you must choose a square that is touched by one of the dice. When all numbers in squares directly adjacent to the square you chose are lower you can enter your result and cross out all those adjacent lower numbers. When your sum is equal or lower than those of the other players and you cannot choose another square you must block your chosen square. Next to your own numbers and lower or crossed out numbers you can enter lower numbers. Aim of the game is a horizontal or vertical row in your own color to complete the game. You then add your valid numbers and win with the highest total.

What a sophisticated simple game! The Can't Stop effect is enhanced by the crossed-out results, but with low values you cannot conquer a square - so, another roll? Maybe I manage to roll one die into the square in that corner over there! ☑



## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
20+

**Designer:** Heinz Meister  
**Artist:** Schachzug  
**Price:** ca. 12 Euro  
**Publisher:** Noris Spiele 2012  
[www.noris-spiele.de](http://www.noris-spiele.de)

## EVALUATION

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

**Comments:**  
Simple rules \* Unusual  
double use of dice

**Compares to:**  
First game of this kind,  
in general all dice game  
comparing sums of pips

**Other editions:**  
Currently none



# ZIEGE MIT FLIEGE

GOAT IN PINK HIGH HEELS  
USES THE TRAMPOLINE

5+

Four kinds of picture cards show colors, animals, clothing or activities. One word of each category, represented by a picture card, is connected for a starting sentence; for instance "Pink, Cow, Tartan and Socks" result in "the pink cow in a tartan is knitting socks". All players memorize the sentence and you turn the picture cards over. The remaining

picture cards are shuffled and stacked face-down. The active player draws the top card from the stack, looks at it and places it face-down onto the corresponding card. If, for instance, he did draw the beaver he places it face-down on the cow and says the new sentence - "The pink beaver in a tartan is knitting socks". The next player draws a

card, places it correctly and says the new sentence. This is continued until a player doubts that the sentence is correct. Now the top card in each stack is turned up and controlled. Whoever was correct, receives one card from the stack. When all cards have been played you win with most cards.

In the Fex versions you either introduce Confusion cards into the game or you place a fifth card between animal and clothing. The Confusion cards are shuffled into the pictures cards; when one turns up you either interrupt play with a totally new sentence or each player names an animal of his choice or a color and then the active player must say the currently correct sentence, and so on.

Ziege mit Fliege is one more enchanting game in the Fex series; the training effect is unobtrusive as usual and intense as usual; all in all the game is a fantastic training for memory and concentration, intensified by the Fex effect. ☑



## INFORMATION

PLAYERS:  
2-6

AGE:  
5+

TIME:  
15+

**Designer:** Hüpper, Koser, Nikisch  
**Artist:** L.-A. Kalusky, S. Hansen  
**Price:** ca. 9 Euro  
**Publisher:** Haba 2012  
[www.haba.de](http://www.haba.de)

## EVALUATION

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

**Comments:**  
Pretty drawing \* Nice and  
fun version of a standard  
mechanism \* Intense training  
for concentration and  
memory

**Compares to:**  
„In meinen Koffer packe ich..." and  
versions

**Other editions:**  
Currently none



### CAPT'N SHARKY KNOBEL-PIRATEN

Publisher: Die Spiegelburg

5+



In your turn you decide on one of the specifications on your dice sheet which you want to meet and roll all five dice. Then you set aside all dice, which you can use to meet this specification or do not want to use. You can re-roll unused dice for a second and third roll. Dice already set aside cannot be rolled again. If you have completed a specification you put a cross in the corresponding row on the sheet. When you cannot complete a task within a round your turn ends and you cannot mark your sheet. New edition in a tin.

Version: de \* Rules: de en es fr it nl \* In-game text:

Dice game for 2-4 players, ages 5+

### CROSSBOULE C<sup>3</sup> STRIPES

Publisher: Zoch

Designer: Mark Calin Caliman

6+



Variant of Boules, featuring soft balls, playable in any surrounding. 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. Set for one player, three different designs.

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

Dexterity game for 2 or more players, ages 6+

### DIE BIENE MAJA 4-IN-1 SPIELESAMMLUNG

Publisher: Studio100 Media

3+



The little lovely bee invites her friends with this collection to play four different games with her; first of all a puzzle depicting Maja on a meadow of sunflowers, made with parts fitting the age of the target group! With 2x 24 picture tiles showing images from the series you can play two classic children games: a memo according to standard rules or a game of Lotto; each player is given a board showing six different images. For the domino the game features 28 double picture tiles; Lotto and Domino, too, are played according to standard rules.

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

Game Collection for 2-4 players, ages 3+

### GEOFlag

Publisher: Amigo Spiele

Designer: Martin Nedergaard Andersen

6+



49 flag cards show eight flags each, and 8 continent cards depict flags for some of the countries on the continent. Two flag cards are placed on the table, the remaining cards are dealt evenly to all players to form personal face-down draw piles. On a signal all turn up their two top cards - in case of a correlation with a flag on those cards with a flag on a card in the middle you name the country, place the card on the card in the middle and draw a card. To place a continent card on a flag card or vice versa you name land and continent in case of a correlation. You win if you are first to be out of cards. Several levels of difficulty!

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

Card game on flags for 2-6 players, ages 6+

### MEINE ERSTEN SPIELE FISCH ANGELEN

Publisher: Haba

Designer: Kristin Mückel

2+



Fishing games are among the first rules-governed games for toddlers; in this version fishing is combined with a die and placing of parts into slots. The sea creatures are placed face-up into the sea, that is, the box bottom. Each player is given a board and the loose toys going with it. You roll the die: For a color you try to catch the creature of the same color. If you manage it, you may place the toy of this color into your board. If you roll the glitter fish and catch it, you can place any toy into your board. Creatures you fished out are then put back. If you are first to fill your board, you win.

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

Fishing game for 1-4 players, ages 2+

### ROLL & PLAY

Publisher: Thinkfun

Designer: Bill Ritchie

2+



A first game for the target group of 18 months old toddlers: A big die made of cloth has six sides of different colors - in each color there are task cards from a category: Express feelings, name body parts, imitate animal noises, count, recognize colors or execute movement or gestures. You can let your toddler roll the die or roll it yourself and then you name the color together and solve the task from the color category together or let the child have a go alone first. The presentation of the task also in written form offers first relations between picture, language and text.

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

Dice game for 1 player, ages 1½+

### THE BOSS EXTENSION

Publisher: Blackrock Editions

Designer: Alain Ollier



In several rounds you play cards and each card brings you more information on which revenue or sanctions you can expect in a city in which you have control due to majorities. If you have most gang members in a town, you take the revenue or must resolve the sanctions. If you go to Chicago you must share the loot with Al Capone, The Boss. The expansion introduces a fifth and sixth player; with five you play as you do in the core game; in a game of six you play in three teams; play includes the new town St. Louis and the use of the new cards for that town.

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

Tactical bluff game for 2-4 players, ages 10+

### TOP TRUMPS SPECIALS DISNEY

Publisher: Winning Moves

8+



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

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

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

### WARHAMMER INVASION BLUTQUEST

Publisher: Heidelberger Spieleverlag

Designer: Eric W. Lang



### DIE VERFLUCHTEN TOTEN

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 und Draft. Aim of the game is to set fire to two out of three regions of the opposing capital. Blutquest/ Bloodquest Zyklus is the 5th cycle of Battle Packs. Die verfluchten Toten/The Accursed Dead is the 3rd pack in the cycle with cards 41-60. In the heart of the Empire the dead stir because long-lost necromantic foliant has reappeared. Who will have the courage to engage in battle facing empty graves? Version: de \* Rules: de en es fr \* In-game text: yes

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



HUGO KASTNER RECOMMENDS

# DIE GÄRTEN DER ALHAMBRA

AMONG LEMON AND ORANGE TREES

Dear reader! Already in 1993 Dirk Henn and Barbara Weber with their own small publishing company „db“ (Dirk und Barbara, annotation of the author), surprised the gaming community with a game which was compared rather poetically by a reviewer to „pure gold“: Carat. At that time not only experts were convinced that this game would never be published by a big company, simply because it would be too abstract a game despite its sophisticated approach. Well, Queen Games disabused them all and decided on a nearly unaltered new edition of this early Dirk Henn design, which featured tactical placement of diamonds. In 2004 a graphically new designed edition was called „Die Gärten der Alhambra“ providing fleeting associations with Spiel des Jahres 2003, „Der Palast von Alhambra“. But don't worry, Henn's placement game only borrows the graphical design from the successful palace and offers its own high-quality dynamic as regards to game mechanisms.

We, visitors in the Austrian Games Museum at Leopoldsdorf, find an interesting game for fans of tactical games, set in the endless reaches of Andalusia.

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

The usual light our lamp illuminates up a square board with a surrounding Kramer track and 49 building tiles of values 1 to 5. These tiles are laid out face-down randomly in the given squares on the board. Pretty wooden towers in four colors are used for markers on the track. Finally, 36 octagonal garden pieces are set out next to the board. Those pieces show four kinds of trees whose colors correspond to the colors of players' track markers.

Whatever else happens in the game, you have one goal: Place the garden pieces in a way that your own trees surround the most valuable palace buildings.

You take turns to place a garden piece on any square on the board, but it must be connected to trees already there. Which practical considerations should influence

your decisions? For one thing, Dirk Henn has distributed the four kinds of trees - lemon in yellow, orange in orange, palm tree in green and lavender in purple - with a sense of absolute fairness on the board that is partitioned by paths, one to six trees around each path, and always the same number of each kind on each garden piece.

This means that you can beautify a building with your own trees, but at the same time decorate three adjacent buildings with trees of your opponents. As soon as a palace building is surrounded by trees on all four sides, it is turned over and scored, but the points only go to the player who planted most trees around the building, regardless if on one or several tree pieces. When there are two players with the same number of trees, the player with the next-highest score gets the points. It can happen that three players end up with the same number of trees and the fourth one scores. The special feature: The more different varieties of trees there are around a building the higher is the score: The value of the building (between 1 and 5) is multiplied with the number of tree varieties surrounding it. As soon as all gardens have been placed and beautify all palace buildings, the game ends. If your tower is the one furthest ahead on the track you may call yourself Master of Horticulture. ☑

Comments to: [Hugo.Kastner@spielen.at](mailto:Hugo.Kastner@spielen.at)

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



## RECOMMENDATION #83

Designer: Dirk Henn

Artist: Jo Hartwig

Price: ca. 20 Euro

Year: 2004

Publisher: Queen Games

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

PLAYERS:

2-4

AGE:

10+

TIME:

45+

Tactic Info+ Chance

Even after several games the allure of the unexpected surprise is not diminished. You just placed a garden piece, maybe with five or six trees with an eye on the high-value 5-Palace, and wait serenely for the scoring - and then it happens: One of the others has the luck of the draw and your scoring goes down the drain. And that keeps happening. But you must remember that - in case of an optimum distribution of four different tree varieties around a valuable building 20 points can be scored.

## HUGOS EXPERT TIP

Do try the small version to play with three garden pieces - the chance element is somewhat diminished, the „head“ element enhanced. The tip in the rules to let both players in a 2-player game play with two tree varieties can be accepted as a welcome amendment to the four pages of rules.

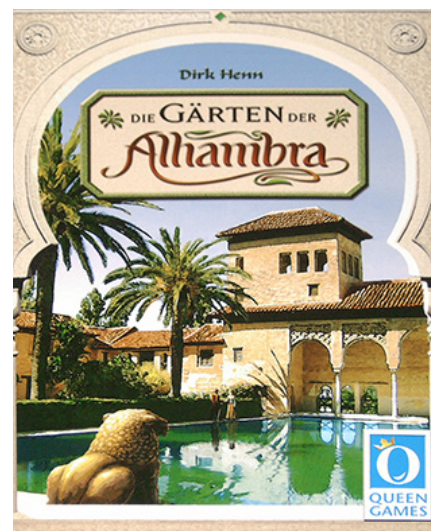
## HUGOS FLASHLIGHT

How many players are best for most fun with this game? Well, to be honest, I prefer the togetherness to the usually week dynamic of a group. Down times get shorter and the garden systems you set up with some troubles and lots of tactical skill yield more fruits that way, and furthermore you will be able to use the sophisticated version to play two kinds of trees. You get a lot of play out of this game as strategic considerations are applied to the game.

## PREVIEW:

OLD TOWN

Rekonstruktion einer Geisterstadt



## IMPRESSUM

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

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5



# AEROPLANES

