

# win

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## ANTIKE DUELLUM

INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 55 GAMES

FROM CHICHEN ITZA TO PALENQUE

# TZOLK'IN

THE MAYAN CALENDAR

Take care!, This will be the shortest review in history: In your turn you must place a minimum of one (or more, if you want) workers on the lowest available space on one of the 5 cog wheels and pay the stated placement costs with corn - and depending on the number of workers you placed in accordance with a table - additional corn or you take at least one (or more) workers off the wheels and either receive the respective resource or corn or you can implement the respective action of the wheel. So, these have been 95% of the basic rules. It is phenomenal, with what simple basic principle you can make do in a top quality game!

As the foretold end of the world did not happen in December of 2012 I will have to tell you about the new game by CGE/Heidelberger in more detail. The board features, in addition to five cog wheels with the already mentioned revenues of resources and choices of actions (marked around

those wheels), a big cog wheel in the middle of the board which is moved by one cog out of 26 and thereby moves the 5 smaller cog wheels. Due to this ingenious mechanics we are confronted here with a worker placement game featuring an entirely new mechanism.

The workers that you park on the cog wheels for several rounds get more valuable with each of those rounds, as the revenues in resources and choices of actions, in part also coupled with accruing victory points - rise continually in value. In addition to the cog wheels there are three tracks for the temples of gods, which yield, the higher you climb on their steps, victory points and also resources; and then there are three technology tracks, which offer different additional possibilities or improve actions acquired from the cog wheels or reduce the costs of such actions. And then there are areas for exactly 6 monuments (only those 6 are

used in a game, but are randomly selected from a total of 13 monuments, so that there is enough variety) and six buildings. Those buildings are available from Level 1 buildings for the first half of the game (position of the cog wheel) and from Level 2 buildings in the second half of the game. The selection of buildings is replenished from stock - contrary to the monuments - after a building was bought out of the display.

I want you to take a closer look at the cog wheels with me. In Palenque you can only acquire corn or wood, when you take your worker back. Corn is essential - as already

**Gert Stöckl**

*A sophisticated worker placement game that keeps fascinating me with its cog wheels.*

mentioned - for placing your workers, but also to feed them; that happens four times in the game at the so called Harvest Celebrations, when you must pay 2 corn for each worker. If you cannot pay this amount you lose 3 victory points for each worker you could not feed. It is very important at that time to know that you can also slip below Zero on the victory point track, something that is not explicitly mentioned in the rules. Furthermore, you can acquire corn harvest tiles in Palenque, not to be mistaken for corn, and wood harvest tiles, not to be mistaken for wood, which can score lots of victory points at the end of the game, if you happen to have built the corresponding monument and if it happened to be available.

On the cog wheel of Yaxchilan you can also acquire wood and corn, but also stone and gold and - most important - one of the coveted crystal skulls. The skulls are essential for generating victory points on the fifth wheel, Chichen Itza. You must deposit them there to be able to do any action on that wheel. If you manage to implement one of the high value actions at the end of this somewhat bigger wheel you are rewarded with a huge amount of victory points and also valuable advances on the temples of the gods.

In Tikal (the cog wheel of that name, not the game) you can, besides acquiring the right for an advance movement on two different temples of the gods, mainly acquire progress on the



four different technology tracks or building and monument actions. This means that you have to acquire the right to take a monument or building tile with an action from the wheel and, of course, this costs a rather substantial amount of wood, stone and/or gold.

Out of all the possible actions available from the cog wheel at Uxmal I only want to take a closer look at one of them, that is, taking an additional worker from general stock into your personal stock. All in all three additional workers are available to supplement your starting group of 3. In each worker placement game it is usually your duty, or at least, essential to buy yourself more actions by buying more workers first. This is not necessarily the case in Tzolkin, as I will have to feed those additional workers, a total of four times in the game. I have seen games of Tzolkin won by a player using four workers and only acquiring this fourth worker in the last third of the game. But of course, more workers give me more possibilities to act and to leave them longer on the wheels to more easily reach the high-value revenue spots.

In Chichen Itza, as I did already mention, crystal skulls are essential to acquire points there. The crystal skulls are, by the ways, limited to exactly 13 pieces, so that you have to join the wheel early to not leave the high-value positions on this wheel to other players.

After each quarter-turn of the main cog wheel in the middle there happens either a hand-out of additional resources or victory points, depending on the position of your scoring markers on the three temple god tracks. The first thing that is implemented at that point, though, is the Harvest Festival.

Resume: Just like the cog wheels interlock do the mechanisms in Tzolkin interlock. The strategies to win are manifold: This begins already with the varying equipment of players due to randomly drawn starting resources tiles. I have deliberately not detailed the mechanisms of fire clearing, beg for corn, advance the cog wheel by two cogs, fall off a wheel with a worker, take the accumulated corn revenue from the starting player, the final scoring, and so on and so on. You are continually confronted with considerations like those (only a small selection of them): How do I acquire, if possible, first, one of those valuable crystal skulls and how do I get to be the first on that wheel, too, to score most points; or do I do it the other way round, do I place a worker in Chichen Itza first without having a skull? Damn, I need cord to place my workers; an additional

worker wouldn't be bad, either, and to advance on one technology track or the other would be super, too; for heavens sake, I have totally forgotten the temple god tracks; and that's where you can really accrue a lot of points if you are in first position. To grab the starting player once in order to place workers more cheaply would be advantage, too. And this building, with which I can forget about feeding one worker would be nice, too, let me have it! And that monument over there, that would be the top, it would give me 18 victory points with 6 workers but the resources for that are soooooooooo hard to acquire."

So you see there is a lot to do in this game, if only I could rid myself of those other players, who are permanently in my way. One this must be done in any case immediately, a copy of Tzolkin must be bought, because this gem of a modified worker placement game can under no circumstances be missing from the games cupboard of an expert player. People, make room for it! Hopefully we will soon see more from those Italian designers Daniele Tascini and Simone Luciani, and if it only were an expansion for Tzolkin, which is bound to arrive! I'm looking forward to it! ☑

Gert Stöckl

## INFORMATION

**Designer:** D. Tascini, S. Luciani

**Artist:** Luciani, Tascini, Vavroň

**Price:** ca. 40 Euro

**Publisher:** Heidelberger / CGE 2012

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

PLAYERS:

2-4

AGE:

13+

TIME:

90+

## EVALUATION

Worker Placement  
For experts  
Version: de  
Rules: de + en fr nl pl  
In-game text: no

### Comments:

New mechanisms with cog wheels \*  
Amazing components \* Simple basic rules with a lot of decisions in details

### Compares to:

Other worker placement games like Caylus or Stone Age

### Other editions:

Rio Grande / CGE, USA; Rebel.pl



My rating:



## 40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

The period after Christmas is also the time where everybody can sort at leisure through all the gifts he received from family members, friends or colleagues at work.

When it is known that I am a "gamer", the reactions of my little universe change. Were it such important things like candle sticks, vases, coffee cups or Christmas decorations that arrived, they suddenly change into boxes of games, what a marvelous change!

Especially then when currently a series of well-known games like Scrabble is published as a chocolate edition or a totally unknown promotion game from a provider of mobile facilities.

But what do I do when I could not wait and bought myself the new games and then get the same ones as a gift? Say thank you politely, the giver only had the best of intentions, and make a gift of the double to someone else, maybe you can carry the infection of games play into a new family! To give games for a gift is always a good idea, you cannot have enough games!

Check out our games database LUDORIUM too, at <http://www.ludorium.at>.

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STATUES, MARBLE AND URBAN DEVELOPMENT

# DIE PALÄSTE VON CARRARA

THE KING IS COMING, THE KING IS COMING!

Quick, set up another statue, fix a Coat of Arms over the portal and polish the marble. White marble under a morning sun impresses the king most of all ....

We players are Italian princes who were ordered by the king to construct magnificent buildings and from time to time we invite the king to inspect our progress. This earns us more money from him and we also rise in this esteem.

The king's money we spend on the marble market for new building blocks. The marble just delivered from Carrara is very expensive; the longer it lies around unnoticed by buyers the lower the costs get. Often you are given a gift of complete load of marble blocks of minor value.

With those marble blocks, the lighter the more expensive, we set up buildings in attractive towns. But the most remunerative building orders are gone quickly, so don't miss your chance.

But let's take it in turn and from the start:

The appealing game components are

**Heinz Frühwirth**

*No impressive innovations but a surprisingly fresh and solid game; complete with useful and well-working expansion; a little gem among the many new releases.*

meant for two to four players and for each of them a personal screen shaped like a palazzo, seven scoring pieces and a personal player board are provided.

30 building tiles showing costs of one to five building blocks and depict six different kinds of buildings. Seven wooden pieces in each of six colors represent marble in different levels of quality. 36 wooden markers in six different shapes represent prestige objects; 40 card board coins of „1“, „5“ and „10“ and a bag for replenishing the building blocks complete the components of the basic game. A sealed envelope holding an expansion is also included; I will get back to this envelope later.

On the main board there is room for nine different building projects, which are building tiles, and for the Prestige objects which you can buy and which are name objects somewhat casually in the rules. The image of the cities in which you build, is used to mark the scoring of a city. The marble market is represented by the somewhat dominant revolving disc, which shows the current costs. All that is surrounded by a „Kramer track“ to mark your Prestige points.

Your personal board shows six towns in which you build by placement, and the six kinds of buildings for which you can trigger a scoring.

A „card track“ shows the winning conditions for the basic game (minimum number of scorings, of prestige objects received, total costs of buildings already built) and the prestige points for the final scoring.

Players who their moves in turn must implement one of those three actions:

**BUY BUILDING BLOCKS** from the Market, as many as you can pay for and want to buy, but only from one sector. Before you buy the wheel is turned by one position (this makes remaining building blocks cheaper) and the Market is replenished to a total of eleven blocks.

**BUILD A BUILDING:** You choose one of the nine building projects on display, pay for it by returning the necessary building blocks into the bag and place the buildings next to your player board. Depending on the city you can only use the best quality marble or building blocks of any quality.

**SCORING** a city or a type of building: To score a city is only possible once in the game for each city and is therefore marked on the board. To score a city the scoring player must have build the minimum number of buildings indicated on the board for this city. Varieties of buildings each player can score once for himself on his own board. In a scoring you are rewarded with prestige objects, prestige points or money, but those rewards are only received by the scoring player.

By the way, money is only available from scorings when buildings have been constructed in the cities which also yield money.

After those three actions you can always buy a prestige object if you are able to afford it and if there are some prestige objects left. Each prestige objects scores three prestige points at the end of the game.

The course a game usually will be as follows: Players use their starting capital of 20 coins to buy marble from the marble market (the revolving disc) until they have acquired enough blocks to complete a building project. For this they take a building tile from the board, build it by putting the necessary building blocks back into the bag and place the building next to their own player's board. In this way you buy and build until

## GAMES BUYER INFORMATION SYSTEM - GABIS

### STRUCTURE

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

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

### USER GROUP

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

#### Kinder:

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

#### Familien:

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

#### Freunde:

Young people and adults play together as equals

#### Experten:

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

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

### FEATURES

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

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

#### Chance:

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

#### Tactics:

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

#### Strategy:

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

#### Creativity:

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

#### Knowledge:

Cultural and educational knowledge, long-term memory

#### Memory:

Remember, learn by heart, short-time memory

#### Communication:

Talk to each other, negotiate, inform

#### Interaction:

Influencing each other, bluffing, auction

#### Dexterity:

Motor skills

#### Action:

Body movement, balance and reaction

### ADDITIONAL INFORMATION

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

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

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



there are enough buildings to score varieties of buildings or to score cities. If you have money left you can buy prestige objects. You must always pay attention to the best time for buying which kind of marble to avoid that other players grab the necessary building blocks before one can buy them; the same goes for the buildings featuring the coveted but limited prestige objects. As cities can only be scored once you have also to pay attention to the number of buildings an opposing player has built in a city to avoid that another player scores the city for himself.

This chain of events is continuing until the last building project has been taken from the board and was built, or until one player complies with all three winning conditions of the game. This player can then announce the end of the game and scores another five prestige points for doing so. In both cases play goes on until the player to the right of the starting player, so that each player will have had the same number of turns-

The final scoring is done easily and quickly: You score the total of building costs for the buildings you did construct as prestige points, each prestige object that you collected scores three points for you and each remaining sum of 5 money scores 1 prestige points. If you have the highest total of prestige points at the end of the scoring and therefore are most esteemed in the King's favor, you have won - what a big surprise. But this game box also holds a sealed envelope, marked in huge letters on the seal with:

#### DO NOT OPEN!

Only open when you have played at least two games with the basic game.

If you want to be surprised, you should stop reading here. For all others I did look into the envelope and have discovered the following:

An additional expansion for the rules, 6 new buildings with building costs of 8, 31 cards and 8 tiles „Aufwerter“, that is, Upgrader.

First you turn over your personal player's board to reveal its back side; you find now two additional scoring spaces for City buildings (brown background) or Country buildings (green background).

Those 6 new building tiles are set out next to the board and can be built in the same way as all other buildings. New is that you can upgrade or rise buildings; you replace any building of your choice with one of higher building costs and have only to pay the difference.

If a building with costs of 8 was built, you can choose one of the Upgrading tiles and place it on the corresponding spot on your player's board. This then results in a scoring with receiving more money or more victory points or, maybe, even both.

Six brown, six purple and six grey cards guarantee us new conditions for winning the game over and over again. Donald X. sends his regards. Eight green extra cards offer additional victory points for the final scoring.

I have talked only about THE expansion game, but in reality the envelope offers

three expansions: You can restrict yourself to variable winning conditions, or you can use the expensive building cards separately or use the extra feature of the special cards. The Upgrader tiles, too, could be added separately and by themselves.

This keeps the game interesting and varied for a long time to come, provided that you like the topic. The idea with the envelope is nice and fancy, as casual gamers or families would be swamped by this plethora of expansions. For the experienced gamer playing the basic game is an easy entry, the extra features provide more depth for the game and demand varying tactics.

Wolfgang Kramer and Michael Kiesling have taken care that each feature of the game works perfectly in each constellation of players and that rising tension and challenge is introduced to the game. Franz Vohwinkel has contributed the right flair and mood for the game with his illustrations. The rules are not too complicated and can be well explained due to examples and illustrations. This facilitates the access to the game for casual gamers. A solid game that can excite experienced players and can also be played by families. ☒

Heinz Frühwirth

## INFORMATION

**Designer:** W. Kramer, M. Kiesling

**Artist:** Franz Vohwinkel

**Price:** ca. 35 Euro

**Publisher:** Hans im Glück 2012

[www.hans-im-glueck.de](http://www.hans-im-glueck.de)

PLAYERS:  
2-4

AGE:  
12+

TIME:  
90+

## EVALUATION

Resource management

With friends

Version: de

Rules: de

In-game text: yes

#### Comments:

Well structured rules \* Beautiful components \* Expansions already included \* Very small element of luck

#### Compares to:

Macao, Der Palast von Alhambra, Die Burgen von Burgund

#### Other editions:

Z-Man, USA; Filosofia, Canada;



My rating:





ROME VS. CARTHAGE

# ANTIKE DUELLUM

GREECE VS. PERSIA



As many readers surely remember, Mac Gerdts' game ANTIKE was a very successful one but it had a few small problems if played with only two players, despite the suggested special rules.

So the designer decided to create a specific two players version of that game and presented it at Essen 2011 under the name CASUS BELL: you had to borrow the wooden pieces from Antike in order to play this game, so Mac was still not completely satisfied and, immediately after Essen, he was already working with a better and improved version. I had the pleasure to test this version with the designer during his stay in Italy in March 2012, when he came for the bigger Italian gaming convention (PLAY, held in Modena) and I was more than happy to know that Mac finally reprinted Casus Belli in this complete new version, with his own box and all the components, under the name of ANTIKE DUELLUM

Opening the box you immediately note that the map is printed on both sides:

Side A shows the Mediterranean area where the struggle between Roma and Cartago took place during the three Punic wars (an area going from Hispania to Italia and from Gallia to Numidia). Side B shows the Aegean area where the struggle between Greece and Persia was fought during the two Persian wars (from Greece to Persia and from Macedonia to Crete).

A very interesting Historical Background booklet was added to the game with a summary of the history of those wars and their most important leaders.

Before proceeding with the review let me clearly explain that Antike Duellum IS NOT a real war game, but a very nice strategy game that will keep very busy two players for 60-90 minutes. In the following comments I will try to underline the main differences between this game and Antike, adding a few specific notes.

The maps are divided into REGIONS of three types: sea, land and mixed (with sea and land). Blue and red border lines are printed around the regions to regulate the movements: legions may only move through the RED borders while fleets may just cross the BLUE lines. Some borders have both colors so you may move both fleets and/or legions but you are not allowed to transport legions with fleets. Most of the Regions also have a walled town drawing: here you may create a new city during the game. Cities produce resources of three kind: gold, iron and

marble. We will see later how to use those resources.

Printed on the map are also a Science Chart (where each Country may develop her "know-how"), two Recruitment Boxes (one for each player, to stock the available units), a Victory Point track and the well know Mac Gerdts ROUNDEL (used to program the game's actions).

ANTIKE DUELLUM is offered complete with two sets of 24 UNITS each (12 legions and 12 fleets per player, identical to those of Antike), 12 TEMPLES, three sets of RESOURCES (Gold, Irons and Marble), a set of CITY TOKENS (Gold, Irons and Marble Cities, with a different color on each sides), a few coins, 12 FORTIFICATIONS (called in the game Town Walls), a deck of 25 EVENT CARDS and a deck of 21 PERSONAGES CARDS. There are also two special units (one Admiral and one Commander) used for a variant offered at the end of the rules

Each player starts the game putting three Cities on the map (one for each kind of resource), a Legion and a Fleet on his Recruitment Box, a supply of 3 gold, 3 iron and 3 marble resources, 1 Fortress, 1 marker on the roundel, 1 marker on the VP track and 5 extra discs of his color ready to be used on the Science chart. You select which conflict you wish to play and you place your three cities on the corresponding town locations of the map (the starting cities are highlighted on the map with a white color). Reveal the first three EVENT cards and you are ready to go.

A typical "Mac Gerdts" game is played moving a marker on the roundel and executing the related action: ANTIKE DUELLUM is no exception. On the first turn you decide in which of the 8 cases of the roundel you want to place your marker and you immediately activate it.

Three of the cases allow you to PRODUCE resources: you get 1 resource for each of your cities that shows the same symbol (marble, iron or gold) and you also get 1 coin any time that you collect one or more resources. (Note that difference with Antike, where you collected 1 coin every round).

Two cases (DUELLUM) allow you to MOVE your units and eventually ATTACK if you enter a region with enemy units and/or cities.

One case (TEMPLUM) allows you to spend your "marble" to build temples (6 marbles each) and/or fortifications (1 marble each). Note that in ANTIKE the cost of temples was 5 marbles only and Fortification were not allowed. Temples allows you to collect 3

resources (instead of 1) in that City and you will also have a defense value of "3", instead of "1". Fortifications give you an extra +1 in Defense.

One case (MILITIA) allows you to bring on the map some of the units that you have in your recruitment box, spending 2 irons for each unit (legion or fleet): you are allowed to place max one NEW unit on a single city. (The cost in Antike was only 1 iron per unit). Finally one case (SCIENTIA) allows you to "purchase" new units from your reserve (Legions will cost 1 gold and Fleets 2 gold each): you place them in your recruitment case on the map and you will be able to play them later, visiting again the case "militia". But SCIENTIA gives you also the very

## Pietro Cremona

*Antike Duellum is a very interesting combination of war game and board game for two players. Two Big Ancient Powers (Rome and Carthage or Macedonia and Persia) develop their countries' trade networks until they arrive to the final confrontation where armies must clash!*

important opportunity to improve your civilization buying one of the following five "KNOW HOW":

STRATA allows your Legions to move 2 Regions instead of one (cost: 5 gold)

NAVIGATIO allows your Fleets to move 2 Regions instead of one (cost: 6 gold)

MONETA allows you to get one resource extra when you take them (cost: 7 gold)

RES PUBLICA allows you to have an additional defense value of +1 (cost: 8 gold)

COMMERCIIUM allows you to exchange lots of 3 resources for 2 different ones (cost: 9 gold)

In Antike the prices are all different and the fifth Know How (Commercium) is not available.

Players alternate turns moving their markers clockwise on the roundel (as usual you may move 1 to 3 cases for free and you must pay 1 resource for each extra case) and executing the related actions.

You may found new cities during your turn (paying 1 marble, 1 iron and 1 gold per city), provided that you have at least one unit (Legion or Fleet) in regions where a town symbol is still available. The players may decide the "type" of city (marble, gold or iron) and they place the related counter on the map, showing the appropriate player's color (brown or white). This is again different from ANTIKE. If cities of the same type already exist in adjacent regions you have to pay 1 COIN for each of them, even if they are under enemy control.

The goal of the game is to be the first to collect 9 Personages. Players will get PERSONAGE CARDS doing the following actions:

1 "KING" (Leonidas, Dareios, etc.) every 5 cities that you built on the map

1 "SCHOLAR" (Pythagoras, Archimedes, etc.) every time that you are the first to buy a new know how. The other player may still buy the same know-how (at a lower cost) in order to use the same benefit, but he will not receive any card.

1 "CITIZEN" (Cato, Perikles, etc.) every 3 temples that you built on the map

1 "GENERAL" (Hannibal, Scipio, etc.) for every enemy temple destroyed (when conquering a city)

1 "NAVIGATOR" (Hanno and Pytheas) when you control 7 sea regions. Note that in DUELLUM all the regions without a city are marked with a galley symbol that count double, so it is possible to control 7 regions with only 4 fleets.

Each new conquered PERSONAGE card allows you to move one case up your marker on the Victory Points track. If you enter a case with a fortification symbol you receive a new Fortification in your reserve. But every time that you take a new Personage Card your opponent will get an EVENT CARD that he may select between the three revealed cards always available beside the map. Those cards allows you to make some ... dirty tricks or to improve your performances (examples: Corruption = your opponent loses 1 resource per type; Gold Mine = your "gold" cities produce an extra gold; etc.)

The first part of the game is a sort of race to collect enough resources to found new cities and therefore to get more resources, etc. For a few rounds you are not compelled to attack your opponent: remember that "peace is important to ... prepare war" so the best that you can do is to select a defensive line and send there the minimum number of units that will be able to block a potential invasion while you are busy in reaching new regions to create new cities. Then players have to think well about their strategies:

- Being the first to get a new Know-How cost much money, but you immediately get a benefit and a Personage card. STRATA and NAVIGATIO are absolutely necessary if you wish to be ready for a war in the middle and end game rounds, so it is quite common to see players get one of each very soon (prices of 4 or 5 gold are still reasonable) and then adapt their strategy (buyer of STRATA will recruit more Legions that fleets, and NAVIGATIO is ... exactly the inverse).

- Rushing for the Temples also is very important, not only because they give you those TWO extra resources in each city, but mostly because they are interesting strongholds against a fable enemy menace (a City with a temple has a defense value of 3). And do not forget that you will get a Personage card every 3 temples.

- Of course if you find an opportunity to attack and destroy a City with a Temple you

have to take it because you immediately gain one Personage and you reduce the production capacities of your opponent.

- Early attacks in the game are rare, but if you see the possibility to conquer a City in the "heart" of the enemy kingdom ... never hesitate to do it: you certainly lose some extra units but your opponent will be obliged to divert important forces to re-conquer as soon as possible this City. Otherwise you may recruit new units there and menace his interior lines, a thing that must be avoided at all costs.

- In Duellum, contrary to ANTIKE, all the units lost in battle are returned to the Recruitment box, and NOT to the reserve, so a good "combo" will be to make an attack when you have the marker in the second DUELLUM case (the one just before the FERUM case): in the following turn you will get new iron resources and in the turn after you may enter the MILITIA case to take your lost units back in the map.

As most of our tests were made on the Mediterranean map I will end this review with a few comments on the Punic Wars. Carthage and Rome usually play in a different way, and this is due to the starting regions that they have. Carthage will try to get predominance in the Mediterranean Sea and in Iberia, while Rome will try to submit all the Italian, Gallic and Illyrian regions. The clash between the two opponents usually starts in the Massilia/Tolosa vs. Numantia/Tarraco borders: in most of our games Carthage tried an early invasion of Gallia with a combined attack (legions supported by fleets) while Rome was still trying to conquer the north-east Regions of Cremona (thanks Mac ...) and Aquileia. After a few turns Rome is usually able to arrive at a status quo there, retaking the conquered regions before preparing an attack to the Pyrenaei, the real key to Iberia. When this will happens Carthage will know that she has to defend at her best in Iberia and attack the South of Italy (Croton, Neapolis, Brundisium) with her fleets: a blitz against Rome may also be possible, if it is not too much defended (but usually the Roman player will build his first temple just here).

Roma must try to make an early defensive line (Syracusae or Croton/Neapolis/Rome) to stop a possible invasion of the southern Italy: she needs more legions then Carthage to get the control of the North-East regions, so she will be always backwards on the race for the seas. Towards the end game we will typically see Roma with 14 regions against Carthage 12 so pressure will rise in Iberia and a growing fleet in the Mediterranean may become a real menace: everything now will depend on the Personage cards already acquired.

The Aegean map shows a more balanced

initial situation, with the starting cities of each player very closes each other: here control of the sea is even more important because the central part of the map is completely "water". The Persian player has the advantage of being able to invade Macedonia early in the game, and thus the opportunity to attack Greece from the North, but a clever Greek player will build a powerful fleet since the beginning and take all the islands: in effect only Pylos and Chios may be attacked also by land, so the main task of the Greek player will be to immediately destroy every fleet built by his enemy, if possible. The Persian player must maximize his initial rounds to create new cities in the North of Greece and to build there a maximum of Legions: then he must try to attack the defensive line Delphi/Oreos (don't care if Thermopylae is just there, you should be too powerful at that moment) and start to build as many fleets as possible. The Greek player must use the power of his fleets to attack the cities on the back of the Persian armies and even on the other side of the Aegean Sea, in order to oblige his opponent to spend resources to create defensive units. All in all a very interesting game that will oblige you to program well in advance your strategy. ☑

Pietro Cremona

## INFORMATION

**Designer:** Mac Gerdts

**Artist:** M. Fahrenbach, M. Gerdts

**Price:** ca. 27 Euro

**Publisher:** PD-Verlag 2012

[www.pd-verlag.de](http://www.pd-verlag.de)

PLAYERS:  
2

AGE:  
12+

TIME:  
90+

## EVALUATION

Cosim  
For experts  
Version: de  
Rules: de en  
In-game text: no

### Comments:

Two different maps \* Two-Player version of Antike \* Rules differ in details \* Long-term strategies necessary

### Compares to:

Antike, Casus Belli

### Other editions:

Rio Grande Games, USA; Oya, France



My rating:



TAKE CARE! DANGER OF INFECTIONS!

# PANIC STATION

FIND AND SMOKE OUT ALIENS!

When the new era of cooperative games was getting off a good start with *Shadows over Camelot* I was more than happy. At long last I could play at a table with my friends and play without trying throughout the evening to damage them so that I could win.

Unfortunately many cooperative games are hampered by the problem that one player dreams up an optimum solution and the others move their markers according to his instructions. There is even a name for that, its "multi Player Solitaire". Already in *Shadows over Camelot* there was a solution presented for this problem with a traitor in the game, whose goal is exactly opposite to that of the other players, which means that nobody can guide all other players because purposes are so different.

That this mechanism produces a paranoid mood at the table, because you weigh every hint or tip one gives very carefully, is part of the flair of such games. Unfortunately this leads to some disadvantages, but more on that later.

*Panic Station* delivers many of the advantages known from *Shadows over Camelot* or *Battle Star Galactica*. You work together to achieve a goal, you are not sure if other players are really on your side, which makes a lot of accusations fly around; but the special feature of *Panic Station* is that the playing time is not as long as in those other games but is - with a stated duration of 40 minutes - much much quicker than comparable games.

What's it about?

A threat from outer space has overwhelmed *Space Station Recon-6* and players are taking on the duties of clearing up. Each player represents a team made up from a human and an android of the same color. Players must search the complete station in order to find the nest of the Aliens and to smoke them out.

The game comprises room cards featuring a symbol and entrances at several of the edges. The room is printed on both sides of the card. The front and back sides of the cards only differ in the color of the symbol that indicates whether the room has already been searched once or not. The station is assembled with those room cards, and the target room with the eggs of the Alien Queen is shuffled into the bottom part of the deck. Players place their markers in the first turn

and then have between one and four actions at their disposal, depending on how much damage their characters had to take already. Those actions can be used for movement, attacks/fighting, searching rooms or implementing special actions.

Movement means simply to move one of your characters - you are guiding a team! - from one card onto the next one. When there is already a character of another player on this card you must either attack this character or exchange an equipment card with him. This is a very important mechanism as it allows the host to win over players to the other side. But more on this later, too!

Attacking sounds good at the first moment, but unfortunately players are lacking ammunition at the start of the game. Should you have already come across and acquired a knife or ammunition you can - as an action - damage an Alien parasite or a player's character.

Searching of rooms serves the purpose to acquire more items. When you search a room for the first time - you can recognize this by the color of the room symbol, the black one will be visible - you simply take one or several equipment cards. In this way you can find valuable equipment like ammunition or petrol canisters. You can search each room several times, but each additional search not only yields additional equipment, but also attracts Parasites who can cause damage.

You can also discover rooms by placing the next room that has to be placed adjacent to one of one's own characters. The cards may only be turned by 180 degrees maximum and you cannot block a door. When there happens to be no way to place a card according to the rules you put it underneath the stack and use the next one.

And last of all, special actions; with this I mean actions which are enabled or activated or allowed by equipment cards or room cards. For instance, there is a First-Aid box which lets you heal damage or there are rooms with computer terminals which make additional options available for players.

When all players in turn have used up their actions, you roll the dice to determine the direction in which parasites will move. You determine one of the cardinal directions with a roll of a four-sided die and all parasites move one room card along that cardinal direction; they may only pass open doors

in order to do so. Each character who shares a room with a parasite after the parasite movement takes one damage.

So far, so simple. Players simply search for the target room, the final room and stir very clear of parasites by circumventing them widely - were it not for the infected player the game would be very simply and not very challenging at all. At the start of the game one of the players is infected by one of the equipment cards and secretly take on the role of the host who can infect other

**Christian Grundner**

*A fantastic cooperative game with lots of possibilities, the only drawback is the intense explanation and necessary detailed knowledge of rules and cards before the start of the game so that questions during the game do not give too much away.*

players and who will only win when the remaining humans do not achieve their goal. The host tries to infect other players by cleverly moving into rooms and swapping cards with players. For this purpose each player starts the game with three blood cards in his color, which have the same backside as the proper equipment cards. Only the host or infected players may give away a blood card to infect their vis-a-vis, a healthy player can never do that. You can protect yourself from infection when you trade the petrol canister. However one believes that would work, petrol must have an antiseptic effect and you stay healthy.

Now, that both players know which cards they did give away they also know now if an eventual attempt on infection was successful or not. When the attempt was successful both players now play against all the remaining healthy players. Of course it is to the interest of both players to keep this a secret.

The paranoia that springs up due to that mechanism is the element that makes the game a real tense challenge. Of course players may loudly accuse each other, but no player can show any cards to support his arguments, which in turn results in many rather interesting situations which are real fun for a logic aficionado.

Due to the assembling of rooms in the course of the game and also due to different equipment cards there are lots of differences between one game and the next. Some equipment cards allow you to pass closed doors - because those are present, too. Or you might be able to protect yourself with a Protective Vest from damage or you might be able to implement extra action due to the Energy Drink.

It is a bit more difficult to understand ammunition. Androids carry a weapons symbol on their card and - despite this symbol - can only shoot with an ammunition

card laid out. Humans can never shoot. The ammunition card is - similar to the mechanism from Settlers of Catan the Card Game - turned by 90 degrees for each use to indicate the remaining shots and is spent after four such turnings. The character that was hit takes one damage which is enough in case of a Parasite to eliminate him. There are also knives with a 50% hit probability, which can be used by Human characters, too; but then there are also hand grenades, sighting telescopes and much much more which all must be shown, explained and demonstrated before the start of the game. The rooms are not only different due to their doors, but also due to different symbols in them; for instance, there are rooms that yield several items already at a first search or rooms with sick bays where you can heal yourself. One special room is shuffled into the top of the card stack, it holds the computer terminal. This terminal can be used by spending an action in order to call up one of three special functions: 1) you can place the next room anywhere instead of adjacent to one of your characters. 2) you can open all locked doors. 3) you can use a scan to determine how many members of the troop have already been infected. This scan of course happens anonymously, but if the result reveals that all players are infected, the game ends instantly.

The original rule book contained a big mistake at that point: All infected players were able to win together. Therefore there were some groups who were thinking that strategically that all players let themselves be infected voluntarily so that all game were won won by all players having turned Alien. In a new version of the rules an infected

player can only win if he manages to infect a healthy player or eliminated him from the game in combat.

This brings us to the - in my opinion - very big problem of the game. I believe that it is one of my missions in life to acquaint as many people as I can with that kind of more complex games. Therefore I very often am the one to explain complex games at a games evening and it is inherent in the definition of such a partially cooperative game that all rules including all special cases and all cards have to be explained very explicitly and very thoroughly to all players before the game begins, because you simply cannot ask questions in the middle of such a game. There would be too much danger to reveal your situation.

For instance, what happens if a player - after the host tried twice unsuccessfully to infect him - only holds blood cards? When there is a difference of opinions on the rules at that point the whole game is a goner, because either too much information is passed or a player believes himself to be infected while not being infected.

Yet another problem are the rules; at a minimum, the first batch of Panic Station was delivered with rules that were written so confusingly that it took our group a few games to extract the meaning of a lot of rules.

Meanwhile, better rules are available online, which change quite a few things in the game and which are written in a much more understandable way. You recognize the new rules on the strategic tips that are included in them. If those new rules are included in later batches of Panic Station and if they were translated into all four lan-

guages I do not really know, but, however that may be, you should try by all means to get hold of the new rules because the old ones did not work very well in certain parts. It is my guess that it would have been better, too, to produce different versions of the game in different languages with text on the cards. This would have overcome the initial obstacle of needing to know the effect of all cards at the start of the game, when, for instance the petrol canister would list both its functions (avoiding of infection and necessary for winning the game).

Panic Station is a game that is played rather quickly, that can run extremely different from one game to another, a game that offers loads of tactical and strategic possibilities and choices and is - on topic of all this - cooperative, too, is at the moment in a niche of its own. If you are not frightened away by the complexity of choices and the rule book, you find a good mixture of mechanisms which are quickly absorbed. Unfortunately, there is quite a bit of chance in the game and you sometimes can be eliminated from a game rather quickly without being responsible for it and without having done much, but in such a situation you will just have to play again, won't you? ☑

Christian Grundner



## INFORMATION

**Designer:** David Ausloos

**Artist:** David Ausloos

**Price:** ca. 25 Euro

**Publisher:** White Goblin/Pegasus 12

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

PLAYERS:

4-6

AGE:

12+

TIME:

40+

## EVALUATION

Cooperative SciFi game

For experts

Version: de

Rules: de + cz en fr nl

In-game text: no

### Comments:

Good mechanisms \* Detailed explanation necessary as question could reveal affiliations \* Plays fast \* Rather high factor of chance

### Compares to:

Schatten über Camelot

### Other editions:

White Goblin Games, Netherlands; REXhry, Czech Republic; Stronghold Games, USA



My rating:





NOBLESSE OBLIGE

# NOBLEMEN

WHO WINS ELISABETH'S FAVOUR?

I'm planning to visit the Valley of the Loire in the 18th century in the near future, but today I direct my time travelling machine across the Channel into 16th century England, the reign of Elisabeth I. As a former consumer of Sisi films (Yes, I admit it and am properly ashamed) I am really predestined to review a game featuring the Virgin Queen. As a certain Mister Friedrich Schiller also picked up the topic in this drama Maria Stuart I consider myself to be in excellent company.

Let me start with the cover of the game that shows two English aristocrats. This definitely is not my taste and - for me - is more a deterrent instead of enticing me to buy the game. The title itself is not too felicitous, either. My first thought was that a legasthenic did write something about problems; it took a while for my synapses to snap into "English" mode and to realize that I am looking at the English word for aristocrat.

Anyway, 3-5 members of the English aristocracy fight for the favour of the said Virgin Queen using prestige and influence which is expressed in the form of victory points. As those people in those times were not really enamoured with working this is acquired by enlarging one's estates and by constructing magnificent buildings. The Church was another very influential player in those times, so that it was very useful to stay in her good books, too. Finally, bribery and capitalizing on scandals were „part of the game“, too, and useful tools. (Funny, why am I reminded of something - I must have encountered something like this somewhere, sometime). All this is used to win the favour of the queen and to accrue most victory points. My first impression, when the postman delivered the box: „A heavy game“. The box weighs more than 2½ kilos and is filled to the brim with games components.

Believe it or not, 14 boards and a main game board in two parts fill the box to the edge, and then there is a deck of cards and a black luxurious velvet bag with components, already pre-sorted into Ziploc bags (Tüten for for our German friends). And there are even empty bags for the parts that come from the die cut sheets. Whoever was responsible for that equipment: Please step forward and take your accolade. When I compare this to some sham packages from the supermarket - and unfortunately from

some game publishers, too - I could shed some emotional tears!

Let's turn to the game board which is printed on both sides, and to the rule book. The shape of the board resembles the floor plan of a castle instead of being simple a rectangular board. This again shows you the painstaking love of details used here. In addition to the usual Kramer track we use a second, parallel track for keeping track of our prestige points. And then there are six areas on the board which are clearly laid out despite their number. In the middle you find the track for the game rounds, which is used to monitor the three decades of the game and also features three scoring areas.

On the first double pages of the rule book you find a list of the game components and instructions for how to prepare the game, structured into 16 steps. This also leaves nothing to be desired. As I usually am more prone to criticize instead of praise my enthusiasm is a bit embarrassing. In case someone is asking - no, I am not paid by Pegasus (unfortunately), and I am not related by blood or marriage to the designer, Dwight Sullivan, and do not even know him personally.

Let's take a look at the course of the game itself. The game already received an award back in 2009, when it achieved 1st place in the Hippodice Designers' Competition. Let's check if it has turned into the oldest story in the book or if Pegasus has dug up some treasure.

First of all you set up screens that are rather stable and - for providing additional assistance - have the sequence of scoring printed on the inside for all possible scorings. Due to the double-sided print on the headers showing the different aristocratic titles you can adapt the screens to the gender of players. At the beginning you receive 10 pounds; the advantage of the starting player is mitigated by giving all following players in clockwise direction on Pound more than their immediate predecessor. In addition, every player is receiving two tokens for Acquire Land and Tax; I will get back to their function later. Your future personal estate will be made up from four different kinds of landscapes: First, the Fields which earn you money (1 Pound) when such a tile is placed; second, the Woods, which assists you to acquire another additional tile, which is drawn randomly; third, the Fountain, which earns you prestige when the Masquerade Ball is

scored, and, fourth, the Meadow, which is used as a land plot for constructing buildings. At the start of the game each player has the possibility to choose 0 to 3 pieces of such landscapes; then the difference to 12 pieces is made up by randomly drawn pieces. With the exception of the Meadow, the other landscapes have an additional advantage: For more than 4 fields that you place (= farm) you get 2 pound Bonus, for

**Rudolf Ammer**

*An absolute high light of the 2012 vintage of games, also suitable for families with playing experience, what more can one want?*

more than four Woods you get 2 extra tiles and for more than 4 fountains (=garden) you receive the Queen piece. The owner of the Queen is responsible for advancing the marker for the rounds and receives a victory point in each turn. (The Queen piece reminds me more of the Venus of Willendorf than of a Royal Highness).

Now the game really gets going. Each turn allows you one action only and that's where the dilemma starts. You have seven choices and - as is normal for such games - you would prefer to be able to do them all at the same time. Regardless of your choice of action you can, in your turn only, trade landscape tiles in a ratio of 2:1 for other landscape tiles and, should you happen to hold a Scandal Card, play them.

But which of the seven various actions should you decide on:

You can expand your estate by up to three tiles, will all the advantages mentioned earlier. Or you can construct a building. Buildings are already situated on the board at the start of the game. There are Castles, Palaces, Chapels and Follies (A kind of garden pavilion). Well, there is a restriction for building, which forbids you to set up a building adjacent to a building of the same kind, neither horizontally nor vertically nor diagonally. As is the case for landscapes, buildings also earn you several kinds of bonuses. Castles introduce Men-at-Arms into the game; each player has two of them. When you place them on the estate of another player the act like Robber Barons and rob your opponent of money, tiles or the Queen herself. To build a chapel is rewarded with a scandal card which you can choose from the three top ones in the stack. The palace replaces a castle already built and results in the conquest of the Queen. That leaves the so called follies. The expenses of 12 pounds for such a folly is exorbitantly high and you must have two expanded identical landscape or three different ones before you can build a folly. And you must be quick to acquire one, because you score 12 victory points for the

first one that is build, and that amount decreases with each additional one that is set up. And, finally, there are only four of them all in all.

Your third choice to act could be to buy a bribe token. The price for those is 2 pounds for each and you can only buy five of them in one turn. But they do immediately earn you a victory point, and are quite useful, too, as you will see, but for them are exorbitant with 12 pounds.

Now for the choices that each player can only make once in each decade: With the help of the Tax token that you receive at the start of the game - you remember? - you get money for each field, farm and man-at-arms in opposing farms, in effect a mini scoring of your own estate. In addition you are given 1 pound for each bribe marker that you hand back. The Acquire Land token works in a similar way, it rings you additional tiles to expand your estate instead of money, but you get money also for bribe tokens that you hand in. Which leaves Donations for the church, also possible only once in a decade. This earns you 1 victory point for each landscape tile that you hand in, with the restriction that the church is accepting only a maximum of three tiles per landscape variety. You do not want to be impudent! And finally, you could choose Leisure, that is, to pass. Even that earns you one victory points, so to say, dole of those times.

When we have dealt with the action phase and - if applicable - moved the marker of the respective decade, the marker twice arrives on a spot representing a Masquerade Ball. This triggers a reshuffling of cards. First, you lose your title and are assessed for receiving a new one. The deciding factor for your new title is your prestige. This is accrued from the facilities on your estate, represented by fountains, gardens and palaces and can be influenced by discarding bribe markers or scandal cards. The current owner of the Queen begins and then in turn all players 'prestige is calculated. In case of a tie you must make do with one step down. Now the titles are handed out; you need a meagre 2 prestige points for a Viscount, six points for an Earl, 10 points for an Marques and 14 points to become a Duke. As Duke and Marques are only given out once it is very important to be in front on the track. With the title being awarded you also get an award in the guise of victory points, the amount equals half of the necessary prestige points; and you also get a reduction in price for future building costs. The round marker is moved and the round continues to the left of the owner of the Queen.

One step before the end of the decade there is a scoring of buildings for castles and palaces: Three victory points are awarded to



those that are encircled by land and one extra point is scored for adjacent chapels.

Before the next decade starts the building on the board are replenished, donations to the church are removed and each player is given a scandal card; those scandal cards can be used in your turn one by one, but can be used in bulk at the Masquerade Ball for prestige points, but in this case without the bonus advantage.

This plenitude of choices may sound a bit intimidating, but in reality is rather simple. I very quickly gained access to the game, and, for assistance, each player is given 2 cards which summarize all possibilities. An excellent assistance which I have often wished for in many other games. Noblemen is a game with lots of strategic choices, marvellous components and exemplary rules which in my opinion should be rewarded with „Essener Feder“. The then 1st position in the Designers Competition was definitely well-earned. One remark from my games group was: „As regards to the quality of its flair this game reminds me of Village!“ and this, I think, is an accolade. What a pity that it got a bit overlooked in the plenitude of new releases, because it would have merited a lot more attention. From me, it receives a wholehearted recommendation to buy it. ☒

Rudolf Ammer

## INFORMATION

**Designer:** Dwight Sullivan

**Artist:** C. Stephan, O. Schlemme

**Price:** ca. 45 Euro

**Publisher:** Pegasus 2012

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

PLAYERS:

3-5

AGE:

12+

TIME:

120+

## EVALUATION

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

### Comments:

Exemplary rule book \* Pretty design \*  
Amazing components \* Varied games play

### Compares to:

Placement and resources management games

### Other editions:

Tasty Minstrel Games, USA



My rating:



INTERVIEW WITH

**KLAUS TEUBER****FOUR TIMES WINNER OF GAME OF THE YEAR**

*The interview with Klaus Teuber (KT) was conducted on October 19th, 2012, during Spiel 12 at Essen*

**WIN:** Good day, Herr Teuber.

**KT:** Good day, too.

**WIN:** The first question goes far back into your childhood. Which board game was the first one that you played and how old were you at that time?

**KT:** I think, Mensch ärgere dich nicht was the first one; and later then I played Römer gegen Karthager. That was the first board game that I did actively ask for and that I did play, too! It came from Hausser.

**WIN:** Ok, well, Römer gegen Karthager is a game that I have never heard about.

**KT:** Well, that is a Cosim on the lowest and most simple level. In those times, there were Hausser figures, very beautifully painted and rather expensive. You had to place them and then move them forward to try and conquer opposing flags.

**WIN:** A predecessor of Risk, maybe?

**KT:** Yes, a bit, maybe, in a broader sense.

**WIN:** How old were you then?

**KT:** I was eight or nine.

**WIN:** Well, how much did this game impress you? And which game has influenced you most in your life?

**KT:** Well, yes, this Römer/Karthager game has impressed me a lot, I was eleven or twelve at that time, and had a bit more pocket money to buy those figurines. We have then laid out landscapes in my room, on the floor, with wool - Mountains, plains, woods etc. and then used more figurines and invented new rules, "how far can a horse move" and "how far can a normal figurine move" and then we played very intensely and I started for the first time to make rules for a game. So, from this angle, I would say, this game impressed me most.

**WIN:** So you made your own rules or this game?

**KT:** Yes, I did. Later, at roughly fourteen or fifteen years of age, I "disfigured" Malefiz. I thought the game wonderful at that time and thought that it should take a bit longer and so I added a few more rows and a few more opportunities for blockades until I noticed that it is okay as it was. (Laughs.)

And then there was a long break and restarted at my early thirties!

**WIN:** What makes a game a good game for you?

**KT:** Well, I always talk about the spirit in a

box. When this spirit inhabits the box, that means, you open the box and spread out the components and then there is some flair that captivates all. When the game manages to turn all heads towards the board then it is a good game. But it can be anything; it can be a dice game; it can be a pure strategy game; you cannot fasten it to components or rules, but you must simply check how the game relates to players.

**WIN:** You mean it must just get to you?

**KT:** Exactly; there are games that captivate some, but not others. There rarely is a game that captivates all and sundry. So, a game might be not so hot for someone and super for someone else.

**WIN:** In which game of yours did you manage to create that special flair especially well? Or which ones, would you say, are those where is most apparent?

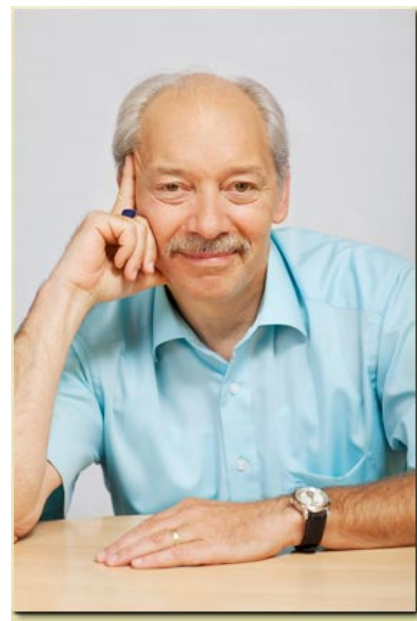
**KT:** Of course and very much so in Catan. I think it is not for nothing that it is so successful, as so many people like it. But I have made games very different from Catan, where I also would say, okay, I managed to do it with those. Not many of them, but Entdecker surely is one of them, or Löwenherz, and also Elasund. I have never published a game that did not captivate at least some of the people.

**WIN:** What is the typical creation process for your games from your first idea to the first prototype?

**KT:** Well. That was surely different in earlier years than it is now. But what was always the same, I believe, is that I always have a desire to experience something in a game. And when such a wish is very strong at the back of your mind, there are always opportunities when it goes clack; when you get associations and then the first ideas evolve. And then the development starts. And development for me is that I write a concept. And this concept is continually changed, amended, shortened and when I then feel that the concept is harmonious, we could try it, and then I go and make up a prototype.

**WIN:** When you think back to your childhood once again, how was it with your parents? Did they encourage you to play games? Did your parents play games themselves?

**KT:** No, not really; the started later in their life, when they were about fifty or sixty, to play Mensch ärgere dich, and that ended in some heated duels with their partners



(laughs). Why did you kick me out now and why did you not kick the one before him? Especially in Mensch ärgere dich nicht there are endless possibilities for deep psychological analysis.

**WIN:** And how did you handle this with your kids?

**KT:** My children are grown up now. We already played Catan, also tested it. I am very happy that my children still like to play games today, as adults, which shows that I did not exaggerate.

**WIN:** Gather three personalities important to you, from modern times back the dawn of history, at a table and tell me what game you would play with them?

**KT:** Today, very up-to-date, I would play a game of Catan with Barack Obama and his opponent Mitt Romney. Take a look at how the trade and how they interact together. People always reveal much more in a game and then TV should broadcast how the play and I think, that we would change the mind of quite a few people on this election.

**WIN:** You often visit USA, also because of your son, don't you?

**KT:** I was there four times, but I am not a person who likes travelling in an airplane. My oldest son lives in USA and does a lot of things there. My youngest one has joined the company here in Germany.

**WIN:** Would you invite a fourth person the games table?

**KT:** Why not Mrs. Merkel?

**WIN:** And do you have hobbies on which you like to spend time?

**KT:** No direct hobbies. To develop and create games was always that what I wanted most to do. Catan is successful and I do a lot for it to ensure that it remains successful, that it is still in the market and available. We have so far not done TV commercial, so we need other creative ideas in order to keep it



Nominiert zum  
Kinderspiel des Jahres 2012

Klaus Teuber's new children's game  
was published by Kosmos in 2012  
and has already won several awards!





in the stores. One of them was an idea that came from my son Benny. We did a Catan app. Aside from games I like to listen to music and a like to move and to mount my bicycle. But none of those are real hobbies.

**WIN:** How does your perfect holiday look like? How and where do you relax best?

**KT:** On any island. (Laughs again). We also do bicycle tours. In Austria we biked along the Danube. But for longer holidays we always pick an island, most recently Madeira. And that then is very relaxing; we go hiking a bit and read a lot and do not take a computer with us. That is very important.

**WIN:** And now for a daring vision of the future! What's your opinion, how could playing games improve the world? Can it contribute something and what can the leaders of this world, Obama, Merkel, and others, contribute?

**KT:** Well, I think, games have contributed a lot, because if you play and if you play a lot then you have one characteristic, especially so, and that is being tolerant, because you accept that someone else can be better for once and that you yourself are not always the winner or the greatest. And I think that that is something important, that children very often do not learn and experience- And also, that you can accept and respect the foibles of others and that you realize that doing something different is absolutely normal, that one's own behavior is not necessarily the norm. And I think that the essence of playing is subconscious learning and that that has always touched something in people. Games don't work when you lift an admonishing finger, and pedagogical games are different, most people avoid them. They do not want to be taught something, they want to have fun.

**WIN:** Today one tries to camouflage those those pedagogical games with fun

**KT:** When it stays in the background, it's okay.

**WIN:** We have dug around a bit. One doesn't have to dig deep on the net nowadays. You have been awarded Spiel der Spiele four times, 1995 for Catan was the last one, and four times Deutscher Spielepreis, 1997, and as far as we could find, twice the Award for Children's Games. Are you somewhat disappointed that it has been quite some time since your last awards? That you did not win another?

**KT:** No, because I did not have anything that would have to be taken into account. I had Löwenherz, Elasund; they are all set a bit in the orbit of Catan. Elasund got fifth or sixth place in Deutscher Spielepreis. But, as I said already, Catan takes up a lot of space, and also, as a fact, a lot of time. I am at the moment moving in a direction, where I soy, okay, people love to play at discovering, and there is a bit of that in Catan and

that is the most popular one, is that what people like. You can see this in the Catan World online. And the colonies have been well received, too. Why not simplify this a bit? You can load up ships; you can sail, unload, and load. And this resulted in a new expansion that will be published in spring. Explorers and pirates for Catan. And that takes up a lot of time for development, a very long time, because there are missions. And then there is Princes of Catan, another example; the re-development of this was something that we spent years on, and we had most intense discussions on this topic. This does not leave a lot of room for other things. And the second thing is, when I do publish something, it is evaluated against Catan. I am no newcomer who can publish any game and the reaction is "wow". It has to be something very special. There are wonderful games in the market today, for instance, worker placement games. Why should I create the eleventh worker placement game (laughs)? But I am at a point at the moment where I do have a bit more time for new developments, so let's see. But it has to cross a certain hurdle for me!

**WIN:** So, there will be something new for Catan?

**KT:** Yes, an expansion!

**WIN:** And that will be the last one?

**KT:** Well, I said that already for the third one (laughs), after seven years, yes; but such a lot did amass!

**WIN:** And Princes of Catan? How far do you want to take this? How many expansions will there be for that?

**KT:** Well, I need a break now, for the moment it ends with this second expansion; which does not mean that I will not have other ideas in two or three years, that there might be a topic for some time. You can't simply mix a few cards together, you must have a topic and the cards must tell the story of the topic.

**WIN:** Are those cards developed solely by you or do you have some assistance?

**KT:** I write a concept for this, too. That is basically already a complete expansion. But the editing itself is done by others. And they dissect it and reassemble it, dissect it again and reassemble it again, because testing is a lot of expenditure, due to the different combinations with other cards and expansions. I am very happy that I could fall back on experienced players for this. Well, I make the concept myself, but I was not alone in the editorial work.

**WIN:** Aside of games fairs, are you recognized by people when you go somewhere privately?

**KT:** No. Well, where I live, in Rossdorf, people know about it there, and they've gotten used to it. But normally, when I am on a

train or son then not. And I am very happy about that. (Laughs). At a Fair it is different, there I am known to some of the visitors. It's different from show business.

**WIN:** Among people who do not like Catan, too; there's a rumor that a few of those exist, too (smiles)

**KT:** (grins) They tend to avoid me, they take a huge deviation.

Well, at the press conference of Kosmos, there is always one in Autumn, I said, well all those that do not like Catan, don't pay attention now, there is a new expansion for Catan (laughs).

**WIN:** 2010 you have been awarded As d'Or at Cannes for your life's work?

**KT:** Yes, that has been said. But I have never seen it, the As d'Or, I mean. (Laughs)

**WIN:** Really? Did the never present it to you?

**KT:** No. I think it was more like that they said, we would like to have Monsieur Teuber at Cannes, let's tell him he will get an As d'Or. (Laughs). Well, is a funny thing, I don't get it anymore, in the aftermath. I think it's wonderful that Wolfgang Kramer has been honored for his life's work, but I think I am still to you for it. I am no youngster anymore, but I would like to keep working at my life's work for a few years. (Laughs)

**WIN:** Finally, are coming to Austria soon? Maybe for the Games Fair?

**KT:** Well, I have been there a few times, it's been some time now since the last time.

When I go, then there must be a reason for it, and it is sometimes a bit stressful. Maybe there will be something special for or in Vienna. I have done a lot of research on Vienna and then there would come a time when it would be necessary to go to Vienna.

**WIN:** That would please us, of course.

**KT:** Well, nothing is decided yet, I need to do some research beforehand still, which takes time, too! A bit like Settlers of Nürnberg, maybe. That is also something that I like to do, get biographies or history into a game.

**WIN:** One realizes this when playing your games that you try to give it a historical context.

**KT:** In some games one can interlock that more intensely, in others only at the surface. Catan's mainstay is that harvesting, trading and building was always essential for the history of mankind and a central topic.

**WIN:** Thank you very much, Herr Teuber.

**KT:** You are welcome.

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

*Astrid Willim und Christian Huber*

## 5 SECOND RULE

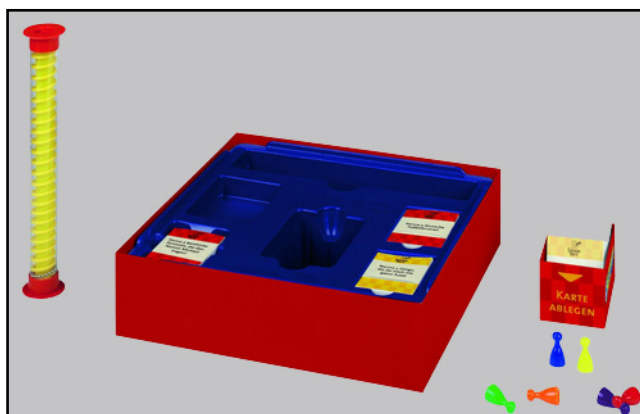
**DON'T THINK, TALK!**

A stack of cards, six markers and a long tube that goes by the name of Spiral Timer - marbles rolling through this Spiral Timer provide the 5 seconds that have given the name to the game; five seconds for finding three answers to a question, so, talk! You put your marker at the starting spot and are given two Switch cards and two Pass On cards.

The active player is asked a question starting with "name three..." by his neighbor; If you can provide three answers on time, that is, in the ominous five seconds of time the marbles run down the Spiral Timer, you can advance your marker one step. When only one player doubts an answer, the majority decides if the answer is acceptable or

not. When the active player cannot give all three answers in time, the question passes to the next player who again has five seconds for his three answers, but he is not allowed to use an answer already given by the previous player. If necessary, the question is passed around from player to player until it returns to the first active player - in this case he can move his marker one step. The active player can use action cards for passing on or switching a question. When your marker sits on a danger zone you must answer the next question - regardless if active player or the question was passed to you; if not you must miss your next turn. The first player to reach the finish area wins the game.

Basically, this is a quiz game, but only in case of some questions; mostly the demand is for creative speed; for instance for three things you have never done, or you need to be up-to-date on the latest films. Funny, witty, entertaining, good! ☑



### INFORMATION

PLAYERS:  
3-6

AGE:  
12+

TIME:  
60+

**Designer:** not stated  
**Artist:** not stated  
**Price:** ca. 25 Euro  
**Publisher:** Moses. Verlag 2012  
[www.moses-verlag.de](http://www.moses-verlag.de)

### EVALUATION

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

**Comments:**  
Not a quiz game in the established sense of the word \* Good selection of questions \* Nice mixture of standard mechanisms

**Compares to:**  
All quiz games

**Other editions:**  
English edition at University Games



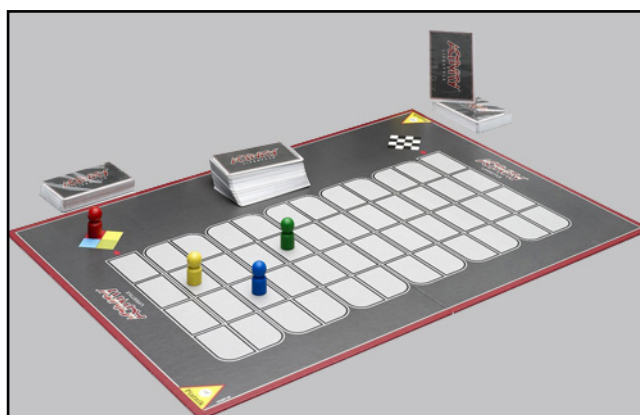
## ACTIVITY LIFESTYLE

**GARDEN SCISSORS AS A PANTOMIME!**



The game mechanics in this latest version of Activity is the same as in all other versions of the game - you are tasked with getting your team to guess as many terms as possible to be first to cross the finish line with the team marker. For successfully explained terms you may move forward your marker by the number of points stated next

to the term. The ways to present the term are the same as usual; you must draw, explain or give a pantomime. Each team draws a card. The first performer of the first team tries to get across the first term on the card with the method stated next to the term. When the term is guessed correctly, the marker of the team moves forward accordingly.



When your own team does not guess the term correctly within the time frame given by the timer each team in turn has one chance to guess correctly. If it does so, this team can move its marker. When the term is not guessed correctly by any team, the task is forfeit. In turn the first performer of each team presents the first term on the card, then another player presents the second term and finally yet another player the third term on the card. Then a new card is drawn by each team. The terms on the cards come from the topics of Food, Cooking, Indulgence, Fine Art and all beautiful things in life - all in all there are 900 terms from Eyelash Curler, Full-Body Scanner to Miso Soup and pantomimic representation of a Sticky Tape to Spurdog and Fuel Gauge.

As all previous edition this one, too, is an attractive mix of terms, is fun and a challenge for hidden talents to perform a pantomime of a Picnic Basket! ☑

### INFORMATION

PLAYERS:  
4-16

AGE:  
15+

TIME:  
90+

**Designer:** P. Catty, E. Führer  
**Artist:** not stated  
**Price:** ca. 30 Euro  
**Publisher:** Piatnik 2011  
[www.piatnik.com](http://www.piatnik.com)

### EVALUATION

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

**Comments:**  
Approved mechanisms  
\* New topics \* Very well chosen, creative terms \* Classy design

**Compares to:**  
All other editions of Activity

**Other editions:**  
Currently none



# AGRICOLA

DIE BAUERN UND DAS LIEBE VIEH



You breed sheep, cattle and horses and house the animals in stables, pastures and expansions to your farm adhering to maximum capacities; you expand stalls to stables and Cottages to Half-Timbered Houses to and you have three workers at your disposal. The phases of the game are Refill Phase, Work Phase with one action per work-

er and Round - each action can be used only once per round - as well as Home Phase and Breeding Phase of animals. The deciding element is the Work Phase: Players alternate for turns and choose one of the actions depicted on the board, the can use three workers for one action per worker: Starting player + 1 Wood, 3 Wood. 1 Stone, 2 Stones,



Fences, Walls, Building Materials, Expand, Stalls, Feeding Trough, Millpond for Reed, Breed Pigs and Sheep, Stables for five animals, Special buildings, Breeding Cows and Pigs or Breeding Horse and Sheep.

Actions spaces you mark with a worker you must use. In the breeding phase you acquire a new animal for every two of a kind that you already own, maximum 1 sheep, one pig, one cow and 1 horse; animals that you cannot accommodate go back into stock. To accommodate animals you may relocate them. After eight rounds you win with most points from animals, special points, farm expansions and buildings.

This is a fantastic game for two players and a wonderful entry into the topic of Agricola; despite the simple mechanism planning and preliminary actions are important as is keeping an eye on your opponent! An independent game, entertaining, tactical and with attractive components; all in all harmonious and well-made! ✓

## INFORMATION

PLAYERS: 2 AGE: 10+ TIME: 30+

**Designer:** Uwe Rosenberg  
**Artist:** Klemens Franz  
**Price:** ca. 20 Euro  
**Publisher:** Lookout Spiele 2012  
[www.lookout-spiele.de](http://www.lookout-spiele.de)

## EVALUATION

Placement game  
For families  
Version: de  
Rules: de en es fr kr pl  
In-game text: no

**Comments:**  
Simplified Two-Player version of Agricola \* Topic of the core game nicely transferred \* Flair of the core game very well transported

**Compares to:**  
Agricola

**Other editions:**  
999 Games, Netherlands, Filosofia Edition, Canada; Hobby Japan; HomoLudicus, Spain; Lacerta, Poland; Z-Man Games, USA



# ANGRY BIRDS SPIEL

TOPPLE PIGS IN FREESTYLE MODE



Cult, transferred from computer to board, playing on a table instead of with an app - this game has been shaped after the app; you play in three levels of difficulty or in freestyle mode. The mission cards are sorted by difficulty level and separately stacked face-down; the point cards are set out next to them. For levels 1 to 3 you choose a

card from one of those levels, the next player builds the castle for use and you yourself try to topple the castle. In the freestyle mode you build the castle anyway you like while adhering to basic rules, in the other levels you build exactly as to specifications. For the free variant the card only depicts the building parts, pigs, bonus parts and birds



that you must use.

The rules for freestyle are: The castle can be build upwards and sideways, but not in-depth, no block can sit behind another block. Distances between parts can be maximum 5 cm and the castle cannot be wider than for long blocks, that is 30,5 cm; pigs and bonus parts must sit on other parts of the castle, not on the playing surface. The Mission card shows all birds that you must use to topple the construction, and the order of using them; the catapult must be at a distance of at least 30 cm from the front side of the castle. Pigs on the castle are deemed to have been toppled when they fall off the construct. If you topple all pigs, you score according to the mission card; if you are first to top 1000 points, you win the game.

A mega hit as app, fun on the living room table, too, setting up and toppling over is great fun! For freestyle your building abilities are as important as your ability to hit your target. ✓

## INFORMATION

PLAYERS: 2-4 AGE: 5+ TIME: var

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

## EVALUATION

Action-Spiel  
For children  
Version: multi  
Rules: de fr it nl  
In-game text: no

**Comments:**  
Good implementation of the app \* Trains observations, distance estimation, hand-eye coordination \* Freestyle mode demands creativity in building

**Compares to:**  
Dexterity Games

**Other editions:**  
Angry Birds Knock on Wood, Mattel USA



# BEEREN KLAU'N

MIT SCHNABELGRÜN

4↑

Magic Raven „Schnabelgrün“ wanted to speed up the ripening of his favorite berries and has transformed them into giant berries! We want to pick those berries and must sometimes save Schnabelgrün who is helping us and sometimes lands in the swamp instead of on a blueberry bush.

Schnabelgrün is placed on any

bush of your choice, the blueberries are randomly and unevenly distributed on the remaining bushes, maximum 3 berries on a bush. You turn up a card from the face-down stack and implement it: When the card shows a number, 1, 2 or 3, you jump Schnabelgrün as many bushes forward.

When this move ends on a bush



with berries, you can pick them all and take them. When Schnabelgrün's move ends on an empty bush, you can turn over any empty bush and turn it into a swamp. When Schnabelgrün's move ends in a swamp, the active player - the one who moved him - must save Schnabelgrün and put two berries from his personal stock on the swamp tile. If there are already berries on the swamp, you need not add any. When the card you turned up shows Schnabelgrün with a berry in his peak, Schnabelgrün does not move and you may steal a berry from another player. When you cannot place berries on a swamp the player who owns most berries places two of them, has saved Schnabelgrün and wins the game.

Schnabelgrün is a character in a children's book and has his first appearance here as a character in a game and he is a hit: enchanting illustrations, pretty components and a nice topic combine into a children's game just as it should be. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
4+

TIME:  
15+

**Designer:** Jacques Zeimet

**Artist:** Johann Rüttinger

**Price:** ca. 20 Euro

**Publisher:** Noris Spiele 2012

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

## EVALUATION

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

### Comments:

Based on the Schnabelgrün stories \* Enchanting illustrations \* Simple rules

### Compares to:

Collecting games

### Other editions:

Currently none



# CIRCUS GRANDIOSO

AN ARTISTIC CARD GAME

8↑

The Circus shows the „Great Pyramid of Acrobatic Animals“ today! There are 55 animal cards in decreasing numbers from 10 x Elephant to 1 x Seal plus 8 Clown cards. You lay out one elephant as a starting card, all other cards are shuffled together and each player is dealt seven cards, the rest is draw pile.

In your turn you can choose one

of two actions: Exchange a card from your hand for a face-down card or place a fitting card into the pyramid; you take this one from your hand or from the face-down cards on the table or take the top card from the draw-pile: If you cannot place those face-down cards you put them down on the table, again face-down. But if you can place a



card and it currently the highest card in the pyramid you take the Show Master token. The rules for the pyramid are: Only one kind of animal and only one clown in each level of the pyramid; the pyramid is laid out in a given order of animals, Elephant at the bottom, then

Rhinos, Camels, Ponies, Tigers, Bears, Lions, Crocodiles, Chimpanzees and the Seal on top. You can only place an animal in a higher level when it is supported by two animals beneath; you cannot place a clown as highest card and you must always place the highest possible card. When someone places his last card into the pyramid or puts the seal on top of the pyramid, the game ends and the winner is the player currently holding the Show Master Token.

Circus Grandioso is a simple placement game, the allure is in the memory component of hidden cards; you can draw some conclusions on animals underneath cards that were discarded because they could not be placed. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
20+

**Designer:** Florian Racky

**Artist:** J. Penka, F. Weihnacht

**Price:** ca. 10 Euro

**Publisher:** Racky Spiele 2012

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

## EVALUATION

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

### Comments:

Basically simple rules \*  
Given sequence of animal  
\* Discarded cards allow conclusions on animals due to placement rules

### Compares to:

Pingu-Party

### Other editions:

Currently none



## CRAZY CREATURES OF DR. DOOM

HELLCAT OR MINIMALIZER

8+

Many stories are told in the village about crazy creatures in the mansion of Dr. Doom, and there is a grain of truth in them, because Dr. Doom is asking us for help in his extravagant experiments to create crazy creatures by getting rid of our cards in hand.

Four machine cards are laid out (+) side up, players are dealt 10 or

12 cards, 8 cards form a reserve and the rest of the cards is set aside. In turn you play a card next to a machine, or if this is impossible, pass your turn. Cards are played next to a machine of the same color, in case of (+) with the same or higher value than the top card already next to the machine; or of equal or lower value in case of (-). Or you can play a



mutation card on a card with the same symbol and same color, independent of (+) or (-) on the machine card. When you play a card of equal value you must either turn over a machine card of your choice or force another player to draw a card from the reserve. When someone places his last card, all players have one more turn and then the round ends and all note their penalty points for remaining cards; if you have no cards in hand you can delete three of your penalty points. Then all cards are shuffled and you deal cards for a new round, all machine cards are turned to show their (+) side. After as many rounds as there are players you win with the lowest total of penalty points.

Simple and simply fun, with lovingly drawn cards, the frame around the creatures has been named Creature's Cage, the rules feature funny drawings, too, and - using equal value and turning over of machine cards - you can even introduce some tactic into the game. ✓

### INFORMATION

PLAYERS:  
2-4

AGE:  
7+

TIME:  
20+

**Designer:** Michael Schacht

**Artist:** Dennis Lohhausen

**Price:** ca. 8 Euro

**Publisher:** White Goblin Games 12  
[whitegoblingames.nl](http://whitegoblingames.nl)

### EVALUATION

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

#### Comments:

Witty illustrations \* Nice family game \* Some tactics in turning over machine cards

#### Compares to:

UNO und all card shedding games

#### Other editions:

Stronghold Games, USA



## CUT THE ROPE

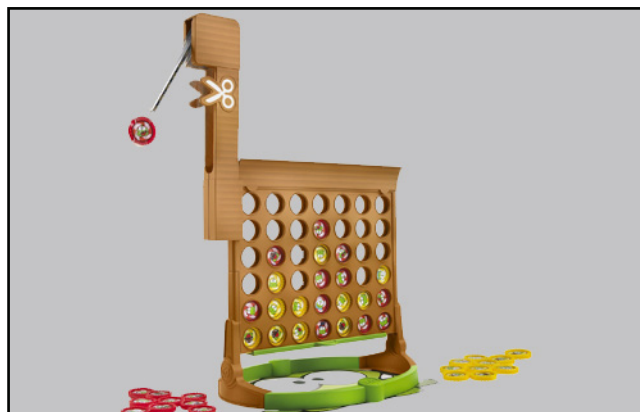
CONNECT 4

6+

Cut the Rope is an App in which you must feed sweets to an Alien Being named Om Nom. To feed him you make use of other things, like cutting through ropes or use Air Cushions or Magical Hats or Anti-Gravity Buttons.

Cut the Rope Connect 4 transfers the App from the virtual world to the real world and the games

table; the story of Om Nom and his craving for sweets is used as background story for Connect 4. The little green monster, or, to be more exact, its head, decorates the Tray at the bottom of the game unit; the usual Connect 4 unit is carrying an add-on, the so-called rope. One player takes the red candies, the other one the yellow ones. In your turn



you take one of your candy discs and place it into the rope. Then you pull the rope back and let go, the further you pull the rope back the further the candy flies. If you do not hit the rack - that is the name of the game unit in this version - then you can have another go. But if you manage to sink the candy into the rack your turn ends and passes to your opponent. If you manage to be first to arrange four of your candy discs in a row, regardless if horizontally, vertically or diagonally, you win and can release the candy from the rack to feed Om Nom by dropping them into his mouth, that is, the tray.

Connect 4, as you know it and love, garnished with a background story and a little twist that makes a connection to the new media of App and handheld device - what more could you wish for! The nice design, perfectly adapted to the topic can lure casual games or newcomers to the world of board games to join you at the table. Up-to-date brand and topic management! ✓

### INFORMATION

PLAYERS:  
2

AGE:  
6+

TIME:  
15+

**Designer:** not stated

**Artist:** not stated

**Price:** ca. 20 Euro

**Publisher:** Hasbro 2012  
[www.hasbro.de](http://www.hasbro.de)

### EVALUATION

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

#### Comments:

Standard mechanism \* App topic for a background story \* Nice implementation details

#### Compares to:

All editions of Connect 4

#### Other editions:

Cut the Rope Connect 4, Hasbro USA



# DER VERZAUBERTE TURM

ROBIN VERSUS RABENHORST

5+

The Dark Magician Rabenhorst has locked the princess into a tower and hidden the key. Robin wants to free the princess and starts searching for the key, but Rabenhorst is also setting out for the key cache, because he wants to beat Robin to it. But the key alone is not sufficient to free the princess, you must put it into the right lock to make the princess

jump for joy!

One player embodies Rabenhorst, the others all embody Robin. The player embodying Rabenhorst hides - while all other players close their eyes - the key beneath one of the tiles. One of the Robin players and the Rabenhorst player roll dice; robin the number die, Rabenhorst the symbol die. Then the



playing piece depicted on the symbol die moves first, either Robin or Rabenhorst; the number die determines the number of steps, red for Robin and blue for the Magician. Rabenhorst knows where the key is hidden, but he must first walk along the separate board, so that Robin's team has a little advantage from the start. Occupied spots are left out and you cannot take any shortcuts. When you hear "clack" on a spot the key is found and attached to the playing piece; you pick it up and try it in one of the locks on the tower; if it works the princess jumps for joy and is free. If not, the Magician hides the key again and a new search starts. You win, if you free the princess, team Robin or the Magician.

As in all those enchanting games from Drei Magier Spiele the mixture of simple elements makes a great game; a bit of dice rolling, a bit of memory, a surprising mechanic or magnetic effect - abracadabra - a wonderful game! ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
5+

TIME:  
25+

**Designer:** Inka + Markus Brand  
**Artist:** Rolf Vogt  
**Price:** ca. 27 Euro  
**Publisher:** Drei Magier Spiele 12  
[www.dreimagier.de](http://www.dreimagier.de)

## EVALUATION

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

**Comments:**  
Very pretty components and design \* Nice „oh“ effect due to jumping princess \* Good combination of mechanisms

**Compares to:**  
Roll & Move games to collect something

**Other editions:**  
Currently none



# DI RENJIE

DETECTION IN ANCIENT CHINA

Di Renjie was a famous politician and detective in Tang Dynasty times in China. In his wake we are meant to find out victim, weapon and crime scene of a planned murder before it happens. There are three cards each for six victims, five weapons and five crime scenes. At the start of the game you remove on card per type - as stated in the rules - face

down and without looking at it and place it underneath the box and then each player is shown two cards for further information. Then cards are dealt and the active player can in his turn 1) uncover clues, that is, reveal the top card of a triplet already laid out, 2) ask for card type or card number of still unrevealed clues, other players can hand

over cards, but need not do so, and 3) lay out a triplet of clues face down, should you have one in hand after 2) and then draw 0-2 cards. So all players try to collect clues, that is, three corresponding cards of a type, in order to find out which cards are beneath the box.

When eight sets have been collected, the game ends and you jot down your solution before the cards underneath the box are revealed. When all players as a team have found the solution, each player scores points for his correct conclusion and collected triplets, and you win with the highest score. When the solution has not been deduced, all players lose together.

Di Renjie is an elegant little game, highly interesting due to the revealing of clue triplets, which you can kind of water down with the "suspect" card and due to the not having to hand over information despite a common goal of finding the solution together. ☑



## INFORMATION

PLAYERS:  
2-6

AGE:  
10+

TIME:  
30+

**Designer:** Ta-Te Wu  
**Artist:** Haiyu Zjao, Ta-Te Wu  
**Price:** not stated  
**Publisher:** STGS/Sunrise Tornado 12  
[www.sunrisetornado.com](http://www.sunrisetornado.com)

## EVALUATION

Deduction game  
With friends  
Version: multi  
Rules: cn en + de fr it jp nl  
In-game text: no

**Comments:**  
Includes variant „Assassin“ for five and six players \* Attractive design \* Unusual combination of mechanisms \* You can withhold information despite a common target for all players

**Compares to:**  
Cluedo, Alibi and other deduction games based on cards seen

**Other editions:**  
Currently none



# DOG ROYAL

NOW IT'S OUR TURN TO BITE!

8+

Dog! This is a cult movement game in the tradition of Ludo, Pachisi and MÄDN. You play in a team and try to get your own four markers into the finish spaces as fast as you can. You move your markers with cards, the number of cards used in each round varies. Team partners swap a card face-down in each round. If you cannot move any

of your markers, you must quit for the round, your cards are forfeit. Markers on occupied finish spaces are defeated, markers that you overtake are not. When a marker is overtaken by using a 7 it is defeated, too. Card values must be used in total for a move, if necessary you have to pass by the finish.

Those basic rules for dog are



supplemented in Dog Royal as follows: In each round five cards are dealt - the number of cards in each round does not change - and you play your markers with the marked side up. You start with one marker in the starting zone, your markers do have a ranking order - King, Knight, Burgher, Jester - and can only overtake markers of the same or of lower rank, unless you use green cards. Each marker has a special ability: The King is only defeated by Kings and moves with cards 1 to 7. The Knight is not blocked by starting spots occupied by the same color, a Burgher jumps from one special spot to the next and the Jester can relinquish up to 2 points at the finish.

In this version of Dog Royal, too, Dog remains a witty vexation game for the whole family; well-known standard mechanism have been varied and expanded nicely; the special rules for the characters change the flow of the game considerably, planning is even more tricky now - a really royal enhancement of fun! ☑

## INFORMATION

PLAYERS:  
2-6

AGE:  
8+

TIME:  
45+

**Designer:** J. Schmidauer-König

**Artist:** not stated

**Price:** ca. 16 Euro

**Publisher:** Schmidt Spiele 2012

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

## EVALUATION

Movement with cards

For families

Version: multi

Rules: de fr it

In-game text: no

### Comments:

Version of Dog \* You can play also play Dog \* Harmonious extension of the basic rules \* Nice components

### Compares to:

Dog, MÄDN for the main game mechanics

### Other editions:

Currently none



# DRAGI DRACHE

FIERY BREATH FOR THE FIRE BALL

4+

Drache Dragi and his friends want to breathe fire like the adult dragons, but for this they must practice and also nibble at fiery-hot dragon fruits. If you puff the fire ball into the correct volcano area you earn dragon fruits!

The game is prepared, eventually with adult assistance, separation barriers and obstacles need to be placed. Each player is given

a dragon placement board and the corresponding dragon fruit chips; those chips are distributed fruit side showing in the volcano areas. You start the bellows: Then you place the fire ball into the air stream and puff it in the direction of and then into one of the volcano areas holding one of your own dragon fruit chips. You have only one



chance to succeed in each turn. When the fire ball stays put in the targeted area you pick up your dragon fruit chip and place it onto your dragon placement board. It is not enough that the fire ball touches the area, it must remain in the area! Two of the volcano areas are split in two by obstacles; chips behind the obstacles are harder to acquire, therefore you can use those areas as handicap areas for more experienced players. By the way you can turn the game box any way you need, the fire ball will remain in the air stream. If you are first to collect six of your own dragon fruit chips you win. For experienced puffers there is a memo version with time limit; the chips are placed face down and, if you find one of your own, you can go on searching, but a chip is only safe if you stop your turn before the bellows stop. What an enchanting idea! And what challenge of estimating distances in combination with the necessary force of puffing! A huge log of fun, not only for kids! ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
4+

TIME:  
15+

**Designer:** A. Wrede, C. Cantzler

**Artist:** Dynamo Ltd, Kinetic

**Price:** ca. 25 Euro

**Publisher:** Ravensburger 2012

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

## EVALUATION

Puffing game

For children

Version: de

Rules: de fr nl

In-game text: no

### Comments:

Wonderful game concept \* Fun for older children and adults, too \* Trains estimating distances and regulation puffing strength

### Compares to:

First game of its kind

### Other editions:

Dutch and French editions



## GoT: DER EISERNE THRON

DIE PRINZEN DER SONNE



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

The Core Set of the game is a relaunch of the Collectible Card Game of the same name, you can play the Core Set alone or expand the game with Chapter Packs. Besides those Chapter Packs there are the so-called deluxe expansions; this one here focuses on the vindictive House Martell; it features 180 cards (60 different cards with three copies



each), among them Prince Doran and Princess Arianne Martell, Areo Hotah, Ser Arys Oakheart and the deadly Red Viper himself. Then there are rules for a new game variant, „Civil War“, in which players rival for the limited resources of one joint deck. You can play this version either as a multiplayer Melee or as Joust head-to-head. This variant does NOT replace the rules for Melee or Joust from the Core Set. In Civil War players share one draw pile and the discard and dead pile, but bring their own plot deck to the game. The game mechanism „Shadow“ can also be used for the Princes of the Sun expansion. This expansion with House Martell at its center fits seamlessly into the tense, intensive and thrilling tale about series of events in Westeros, the Realm of the Seven Kingdoms and about the fight of the big houses for the Iron Throne, the Land of Ice and Fire whose song also fascinates when sung by a card game. ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
12+

TIME:  
120+

**Designer:** Lang, Petersen, French  
**Artist:** Tomas Jedruszek  
**Price:** ca. 30 Euro  
**Publisher:** Heidelberger 2012  
[www.hds-fantasy.de](http://www.hds-fantasy.de)

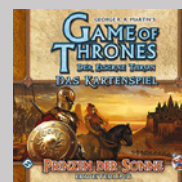
### EVALUATION

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

**Comments:**  
Expansion for the Core Set  
\* Focuses on House Martell  
\* Needs the Core Game to play \* Experience and familiarity with the system are of advantage

**Compares to:**  
Game of Thrones: Der Eisenerne Thron  
Das Kartenspiel and other LCGs

**Other editions:**  
Chinese, English, Spanish, French and Italian editions



## GREGS TAGEBUCH

EIERMATSCH

8+

This time with Greg it's a Rupert Egg that nobody wants to hold when it breaks, going crack instead of a steady tok-tok-tok. The starting player turns up the first of a total of 40 topic cards and reads out the topic. Then he switches on the Rupert Egg and names a word corresponding to the current topic. Then he quickly passes on the egg to another

player, who in turn names a correct word corresponding to the topic, and so on. If you hold the egg when it goes „crack“ has lost the current round, takes the topic card and is the next starting player. Whoever names a word for the second time, must hold the egg until he can think of a correct new word or the egg goes crack. When you have col-



lected three cards you must quit the game, the last one in play wins.

And if you now think that you have seen this before, you are of course correct: Gregs Eiermatsch uses the mechanisms well-known from games like Tick Tack Bumm and Buzz-it! New in Gregs Eiermatsch is just the context of the questions to the books by the author - yes, he designed the game and wrote the books; they all relate to a teenager's world and picture this world quite successfully from a teenager's point of view. The run-time of the Rupert Egg Timer is very short and so the game plays quickly and you can easily play a return match. If you do not own one of the predecessors mentioned you can acquire a classic game principle with Gregs Eiermatsch; the selection of terms is well-done and attractive and adults, too, can come up with correct and fitting answers, the topic is a tag and nicely implemented in the drawings, but not really dominant. ☑

### INFORMATION

PLAYERS:  
2-6

AGE:  
8+

TIME:  
30+

**Designer:** Jeff Kinney  
**Artist:** Jeff Kinney  
**Price:** ca. 23 Euro  
**Publisher:** Kosmos 2012  
[www.kosmos.de](http://www.kosmos.de)

### EVALUATION

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

**Comments:**  
Topic nicely implemented in the drawings \* Well-chosen selection of words \* Fun using standard mechanisms

**Compares to:**  
Tick Tack Bumm, Buzz-it

**Other editions:**  
Pressman Toys, USA

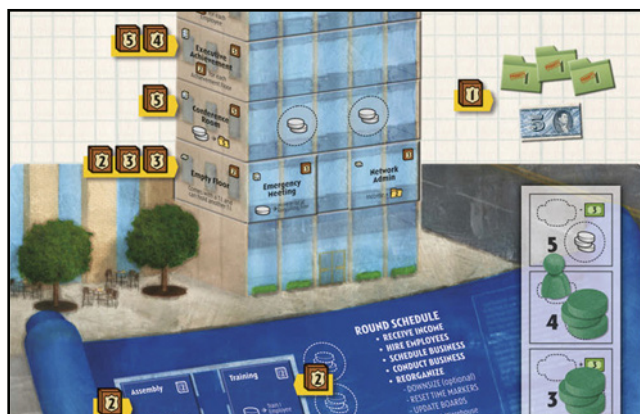


# GROUND FLOOR

CEO FOR A CAREER

As a CEO of a budding company you must allocate your time wisely in order to advance from the ground floor to that coveted corner office on the top floor. After copious preparations you play three parts of the game, each comprising three rounds. Each of the rounds consists of five phases with possibly several rounds per player.

The phases of a round are Income, Hire Employees, Schedule Business, Conduct Business and Reorganization. For the phase Schedule Business you assign time discs, the CEO provides four of them and each employee three of them - and then players, in descending order of their current amount of prestige, assign those discs to activities on the



main board and their personal boards; those chosen on the personal board are implemented instantly and you can use results for other activities.

In the Conduct Business phase you evaluate the areas of Consulting Firm, Advertising Agency, Marketing Bonus, Warehouse, Factory, Retail Outlets, Economic Forecast and Construction Company. In the Reorganization phase you can lay off employees, acquire time discs and make all preparations for the next round. At the end of the Conduct Business phase in the 9th round or when anybody builds his 6th level the game ends and you win with most prestige from modernizations, remodeling, floors and sets of 3 money + 3 information. A clear-cut game of resources management and worker placement, using the resources of time, money and information. Using an interesting mix of mechanisms, we are always confronted with difficult choices, also due the Forecast deck, and you must allocate money and information wisely. ✓

## INFORMATION

PLAYERS:  
2-6

AGE:  
12+

TIME:  
90+

**Designer:** David Short  
**Artist:** Ariel Seoane  
**Price:** not stated  
**Publisher:** Tasty Minstrel 2012  
[www.playtmg.com](http://www.playtmg.com)

## EVALUATION

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

**Comments:**  
Nice mixture of worker placement and resources management \* Money and information need to be balanced well \* Very attractive implementation by 3D rise of buildings

**Compares to:**  
All games with a mixture of worker placement and resources management

**Other editions:**  
Currently none



# HEY, FROGGY

TWO YELLOW FROGS ON TOP

10+

13 water lily pads are laid out in a circle and 12 frogs are randomly combined to four stacks with three frogs each and then those stacks are put on adjacent water lily pads. Next to the right-most frog - when looking into the circle from outside - you place the Pile O' Flies. Each player chooses a color and places his marker on the

race track; two fly markers are put fly-side up in front of each player. In your turn you name a color which is currently visible on at least one stack of frogs. If you have a fly marker still showing the fly side you can turn it over to the X side in order to use one or two additional dice; then you roll your available dice and move a frog in the color you



named by one of the dice results. Empty water lily pads are not counted; when you reach the Pile O' Flies and still have steps left you go round the circle and start again at the start of the frog line. When your turn ends at the Pile O' Flies you move it to the next empty lily pad and can turn over your fly markers that show an X back to show the flies again; you can now use them again for additional dice. Should you, at the end of your turn, hold cards that correspond exactly to the arrangement of frogs visible on the top of stacks you discard the card or cards and move your marker on the race track by the number of cards you could discard. If you cannot do this you can discard cards from your hand and draw new ones. If you are first to reach the end of the track, you win! Simple, cute and a little bit tactical; clever use of flies for a better choice of dice results can decide the game. Catching flies for the whole families! ✓

## INFORMATION

PLAYERS:  
2-4

AGE:  
10+

TIME:  
10+

**Designer:** Anthony Rubbo  
**Artist:** Jennifer Vargas  
**Price:** ca. 15 Euro  
**Publisher:** R&R Games 2012  
[www.rmgames.com](http://www.rmgames.com)

## EVALUATION

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

**Comments:**  
Nice components \* Good combination of frog \* Nice combination of frog movement for card results used for advance on the race track \* Minimum age seems a bit high, 8+ should work

**Compares to:**  
All race games with movement, "B" due to a result at, "A"

**Other editions:**  
Currently none



# HOOOP!

FROGS JUMPING OVER PONTOONS

7+

Hops! Hooop! And one more jump! Not through a hoop, but over a pontoon! All frogs want to reach the opposing frog houses as quickly as they can, but after each jump one pontoon goes away.

Depending on the number of players there are different goals for the game; four players need to bring one of their three frogs

to each of the opposing houses, three players move two frogs into one house and the third into the other and two players just need to move their frogs into the opposing house.

The leaves on the board corresponding to the number of players are connected with pontoons. In your turn you can jump over a pontoon from one

leaf to another and then remove this pontoon. Or you can place a pontoon. If you jump onto a leaf with a frog this frog must give way and jump to another leaf. If this is not possible due to a lack of pontoons you cannot do this jump. Pontoons leading to houses are not removed. A frog cannot jump out of a house and also cannot drive out frogs that were there before him. You also hold four special cards which you can use at any time in the game, but you can only use one card per turn and each card only once. They are: Another jump; Cross over Air to a leaf without pontoon; Place an additional pontoon or Remove a pontoon. Already published in Poland in 2008, the game is available now in a German language addition; it is a visually enchanting placement game with cute frogs for playing pieces and - despite being a wonderful family game with simple basic rules - has quite some tactic to offer; especially for children who can experience with first tactical game play. ☑



## INFORMATION

PLAYERS:  
2-4

AGE:  
7+

TIME:  
30+

**Designer:** Adam Kałuża  
**Artist:** Piotr Socha  
**Price:** ca. 22 Euro  
**Publisher:** Granna 2012  
[www.granna.pl](http://www.granna.pl)

## EVALUATION

Placement / Jump  
For families  
Version: de  
Rules: de + en it hu pl  
In-game text: no

**Comments:**  
Very attractive design \*  
Simple basic rules \* Quite  
some tactics are possible

**Compares to:**  
Halma and MÄDN for  
reaching home spots; first game in  
this combination of mechanisms

**Other editions:**  
Australia, Hungary, Italy, Russia,



# HOOYAH

SPECIAL TROOPS ON MISSION



Navy Seals are well-known from television series here, in this game those special troops are on a mission. All players win together if the complete the mission goal and all players survive, or all players lose together. In the preparation phase you acquire abilities and equipment according to the Op demands; timeout is paid for with health,

if you manage to save time you acquire health. In the Op phase you play the cards previously collected for each Op in the mission (corresponding number of cards in the required color) and master event cards. After five completed Ops the mission phase is the last challenge. All missions in the game are based on real missions of Navy Seals units.



So much for a short description - the allure and at the same time a problem in the game is communications, because, after all, it is a cooperative game; but you cannot give the other players exact information on what cards you hold, they only see what you take from the display and - for a bit more information - the Lt. Commander can ask at the end of his turn, by using an action called Roll Call, how many cards someone could play in a color; you can only answer with a number, not with a color! And don't forget the topic, which also will not be universally approved! All in all Hooray is a game for fans of unusual cooperate games, who do not mind the high chance element in the event cards which at the end can - despite successfully mastered Ops - make you lose the mission. There are six cards which make you lose one Health for each successfully mastered Ops! But, on the other hand, something like this can happen in real Seals missions, too, can't it? ☑

## INFORMATION

PLAYERS:  
1-4

AGE:  
10+

TIME:  
45+

**Designer:** Mike Fitzgerald  
**Artist:** Boginski, Boginski-Barbessi  
**Price:** ca. 25 Euro  
**Publisher:** Inspira  
[www.mike-spiele.de](http://www.mike-spiele.de)

## EVALUATION

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

**Comments:**  
Controversial topic \* Not  
much communication possible  
among players \* Event  
card can topple the game  
at the last moment

**Compares to:**  
Pandemic and other cooperative  
games

**Other editions:**  
Currently none



# HOPPA GALOPPA

JUMPING OBSTACLES WITH DICE ROLL

4↑

Four ponies in their pasture are real tomboys and best friends at the same time, and most of all they like to race each other and to overcome different obstacles in those races.

12 obstacle cards are randomly shuffled and laid out to form a race track, with about a pony length of distance between two cards. Each player takes a pony

and puts it at the start of the track. You roll all four color dice. If one of the dice fits the color of the first obstacle in front of the pony, you can jump over this obstacle and keep jumping over more obstacles while there is a color die corresponding to the next obstacle in front of the pony. So you can jump over a maximum of four obstacles



in your turn, you cannot use a dice twice. When no color corresponds to an obstacle the pony remains where it is, but you take the obstacle behind the pony (if there is already such an obstacle) and put it at the end of the track, so that the race track is elongated. If you are first to jump over the last obstacle in the track with your pony, you win the race today.

If you like you can play the variant that you take away the obstacle in front of the pony to expand the race track when you have to remain in the same position with your pony.

As one is used to from Haba, this little game, too, convinces by most simple mechanisms, pretty illustrations corresponding to the target group, and very pretty components; the ponies all come in colors that could be the colors of real ponies in a pasture. The game trains simple color recognition and assignment and a bit of hand-eye coordination in picking up and replacing obstacle cards. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
4+

TIME:  
10+

**Designer:** Heinz Meister

**Artist:** Iris Rossbach

**Price:** ca. 10 Euro

**Publisher:** Haba 2012

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

## EVALUATION

Race game with dice  
For children

Version: multi

Rules: de en es fr it nl

In-game text: no

### Comments:

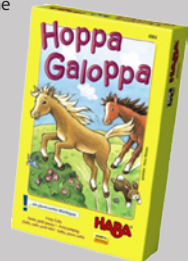
Exceedingly simple rules  
\* Beautiful, functional components  
\* Trains color recognition and hand-eye coordination

### Compares to:

All dice game with a color dice

### Other editions:

Currently none



# HOTEL 13 CHECK-IN

SUMMER JOB ADVENTURE

8↑

Tom, Anna and Liv start their summer jobs at Hotel 13 and encounter a secret in Room 13 that needs to be revealed. In seven of nine hotel rooms depicted on the board there are clue areas, where you collect white and black cubes for clues during the game. You roll dice and move your marker; on a clue are you draw a clue card. This clue card

is either an event card or a task card. Event cards are read out to the other players and you keep them for later use. Then you draw another card, etc., until you have drawn a task card. This task card is also read out and you follow its instructions instantly. When you do not manage the task your left neighbor moves his marker into this room. When



you master the task, you take all clues depicted on the card and also one clue from each of the clue areas that you entered in this turn. If someone rolls a 1 + a 3 he can either make a normal move of four steps or can jump directly to Room 13, using the dice result as a Magic 13. When the room is still locked you place your marker 1 to 3 steps away from the room; or you can challenge another player. If you win the challenge you receive a clue from the defeated player.

When two rooms are empty of clues you can enter Room 13 and try to master your personal dice tasks by rolling dice and using bonuses from clues that you put up. Mastered personal tasks in Room 13 are covered with clues. If you manage all personal tasks first, you reveal the secret and win.

Following Das Haus Anubis, this is again a thrilling game for fans of the equally thrilling and tense series, using nice standard mechanisms and attractive components. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
45+

**Designer:** not stated

**Artist:** not stated

**Price:** ca. 18 Euro

**Publisher:** Studio100 Media 12

[www.studio100.de](http://www.studio100.de)

## EVALUATION

Roll, move & collect  
For children

Version: de

Rules: de

In-game text: yes

### Comments:

Game based on the TV series  
\* Nicely combined standard mechanisms  
\* Attractive design  
\* Especially for fans of the series

### Compares to:

Cluedo, Das Haus Anubis and other clue-collecting games

### Other editions:

Currently none



## HUGO DAS SCHLOSSGESPENST

NOW ACCOMPANIED BY HUGO JR.



Ghosts are long-lived, as everyone knows, and so is Hugo, he is haunting the games community now already in his fourth edition, and the ravages of time have gotten to him, too!

As usual, Hugo appears at midnight and frightens guests at the opulent ball, who want to flee into the rooms as quickly as possible. Depending on the number

of players, you guide two to six guest markers. You roll a dice and move one of your markers, always along the gallery. If you roll Hugo, he begins by gliding up the stairs and then along the gallery; with each rounding of the gallery Hugo's pace quickens, at the end of the game he moves 7 steps. As soon as Hugo enters the gallery you can move



your guests into rooms. There are nine rooms with room for one marker each; if you enter a room with the exact number of steps, you may - and that is new - oust a marker that is already in the room. When Hugo overtakes a marker, the marker is caught and put on the stair step with the highest free number of spooky points. If you deviate to the Armory, you are caught there by Hugo Jr. and score one spooky point; in the ball room or the banquet hall you can relax and can shed three spooky points. If you pass Hugo you are not caught! When you have placed all your markers in rooms or on the stairs you must move one marker away from there, upstairs! When Hugo's round track shows 5:00 a.m., the game ends and you win with fewest spooky points. On the back side of the board you can play the original game of Mitternachtsparty. Old and still good, very good, a quick game of chance with a quantum of tactic, an amusing, harmonious family game. ☑

### INFORMATION

PLAYERS:  
2-8

AGE:  
7+

TIME:  
30+

**Designer:** Wolfgang Kramer

**Artist:** Marek Blaha

**Price:** ca. 20 Euro

**Publisher:** Amigo Spiele 2013

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

### EVALUATION

Roll & Move  
For families  
Version: de  
Rules: de  
In-game text: no

#### Comments:

Revised new edition \* Additional new rules \* Includes board and rules for the original game

#### Compares to:

First game of its kind; basically roll & move games featuring avoiding of encounters

#### Other editions:

Currently none



## IN GEHEIMER MISSION

REMEMBER YOUR CODE  
DESPITE HECKLING

8+

At long last! The countdown is running for Agent X in the High Security Compound to remember the secret code, but heckling disturbs his concentration!

In three rounds each player is the agent once. You are given 12 code cards, the first heckling card is turned over and the timer is started. While the timer runs, the agent turns up one card after

the other and tries to remember the symbols, cards that you have seen you can look at again any time. You decide yourself how many cards you turn over and try to remember. The other players try to disturb the agent with the current heckling action - imitate a plane, bark, imitate a radio, running around looking for something, thunderstorm, imitating



a handy and talk to the agent, alarm, or naming letters, numbers, and symbols.

When the timer runs out all stop and the agent names all numbers, letters and symbols he can remember; his left neighbor controls the cards. For each correctly named symbol you score a point. In the second round each player draws his own heckling action and in the third round you can choose a heckling action to do. If you have most points at the end of three rounds you win. In a variant you must name all symbols in the correct order; in the FEX versions you need to switch the order of symbols in your head or follow an instruction first before naming symbols.

How nice if you can let out the tomboy in a game at as part of the game mechanism, too! This is a wonderful concentration exercise that turns into a real challenge in rounds Two and Three with multiple noises! Or is it getting easier because the different noises fade each other out? Try it yourself! ☑

### INFORMATION

PLAYERS:  
2-5

AGE:  
8+

TIME:  
15+

**Designer:** Hüpfer, Koser, Nikisch, Zirm

**Artist:** Heinrich Drescher

**Price:** ca. 6 Euro

**Publisher:** Haba 2012

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

### EVALUATION

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

#### Comments:

Part of the FEX series  
\* Memo variant with disturbing actions \* Trains concentration and short-term memory

#### Compares to:

First game of its kind

#### Other editions:

Currently none



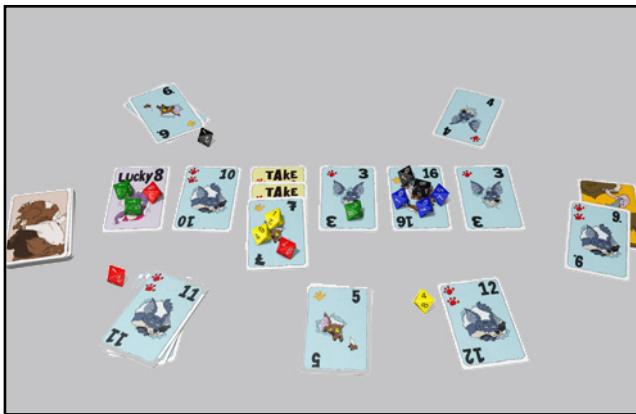
# JACKAL & HIGH

DICING AND GAMBLING

8+

Leaders of the pack are fighting in the savannah for pack cards. You have three dice of one color; one pack card is laid openly onto Vulture Valley, the others are shuffled thoroughly and a number of cards equal to the number of players plus one is laid out; when a Take 2 card appears, you put another card on top, until only pack cards or Lucky 8 cards

are visible; only one Lucky 8 card can be on display, additional ones are set aside. In a maximum of three rounds of rolling all place their dice on cards, each card takes any number of dice of any number of players. For round 1 you roll all dice up to three times and set 1, 2 or 3 of them down on cards; when you are out of dice you



pass up following rounds. You can only place dice on a card as long as the total value of your dice on this card does not top the value of the card; otherwise you put one die on Vulture Valley. After three rounds all dice not exactly equaling the value of the card beneath are put on Vulture Valley. If you are then alone on a card you get the card(s). Should there be other players' dice on this card, too, you use the dice on the card to roll for the cards; a higher value or fewer dice in case of a die wins. If you win Lucky 8 you take all unassigned cards. Finally, you gamble in Vulture Valley which costs you pack cards or earns you pack cards. When you cannot fill the display for a round, you win with most paws on your pack cards.

A simple rolling of dice for cards, but funny, fast and posing the eternal question for which and how many cards you should bid. Rather be alone on 3 than lose the gamble for Lucky 8! ☑

## INFORMATION

PLAYERS:  
2-5

AGE:  
8+

TIME:  
20+

**Designer:** Andreas Schmidt

**Artist:** Benedikt Beck

**Price:** ca. 10 Euro

**Publisher:** Zoch 2012

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

## EVALUATION

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

### Comments:

Fast dice game \* Nice rule details \* Choice of cards for use of dice is a deciding element

### Compares to:

All dice game

### Other editions:

Currently none



# KELTIS

MIT ERWEITERUNG:  
NEUE WEGE, NEUE ZIELE

10+

You want to advance your own markers on the Path of the Stones. In order to place them or to move them forward you play a corresponding card in one of the rows of cards. You can start on row of cards for each path = color, the second card placed in a row decides if you place cards in ascending or descending order. When your move ends on

an action tile you acquire victory points or another step; the tiles remain on the path. Wishing stones you take, but they only score positive when you own at least two of them; otherwise they cost you points. A marker scores positive on a path when he reaches the fifth position. When any five markers have reached the finish area you win



with most points from all your markers.

On the back of the double-sided board you can play the expansion „Neue Wege, Neue Ziele“, based on the basic game, with a changed board and new path tiles. You place open-faced stacks of wishing stone tiles on corresponding steps of the paths. All paths now take you to all finish positions, on steps with path tiles you acquire the reward; green tiles stay in place and orange ones are taken by the first player on this step. Wishing stone tiles are collected face down and scored at the end of the game according to number and color. At the you win again with most points from positions of your markers and path tiles you collected.

In this edition, too, Keltis, Game of the Year 2008, has retained its allure as an exciting and - in case of the expansion - doubly interesting family game; the deciding questions still are: How many paths do I start, what do I discard? Moving to the finish already? ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
10+

TIME:  
30+

**Designer:** Reiner Knizia

**Artist:** C. Stephan, M. Hoffmann

**Price:** ca. 23 Euro

**Publisher:** Kosmos 2012

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

## EVALUATION

Placement game  
For families  
Version: de  
Rules: de + cn, hu, kr  
In-game text: no

### Comments:

Combination of Keltis and the Neue Wege Neue Ziele expansion \* Double-sided board \* Rules unchanged compared to those of the separate editions

### Compares to:

Keltis, Lost Cities

### Other editions:

Currently none



## KING OF TOKYO POWER UP!

### THE INCREDIBLE PANDAKAI

8+

King of Tokyo is a dice game on monsters, who invade Tokyo to gain control over the city! Why? No idea, it's something monsters do and so we turn to monsters to direct one of them and try to take a stance against other monsters.

With the appearance of the King of Tokyo Power Up! expansion Tokyo has become even more

dangerous, because a new monster is rampaging the city - the incredible Pandakai, who looks rather cute at first glance with his bamboo hat and checkered skirt, but only at first glance! And he brings evolution cards for all monsters with him! The rules of the basic game apply: You roll 6 dice up to three times and score them for crystals, healing or loss



of life points; a monster with 0 life points withdraws from the fight for Tokyo. You use energy crystals to buy cards with a one-time instant effect or a permanent effect; cards modify damage, victory points and healing. The evolution cards of monsters have permanent or temporary effects on the corresponding monster: The cards are shuffled and stacked face-down. Whenever you are in Tokyo with your monster and roll at least three hearts, you can draw the top evolution card, which remains secret until you play it. Cards of the basic game never apply to those evolution cards; you can, for instance, neither buy evolutions of your opponent nor copy them. When you play with Power Up! you also win as the last monster standing or with 20 victory points.

With this expansion the game is still an entertaining parody on Godzilla and Co., a bit more tactical and at the same time much more incalculable due as regards to other monsters. ☑

## INFORMATION

PLAYERS:  
2-6AGE:  
8+TIME:  
30+**Designer:** Richard Garfield**Artist:** Grivet, Chappuis, Polouchine**Price:** ca. 18 Euro**Publisher:** Heidelberger 2012[www.heidelberger.de](http://www.heidelberger.de)

## EVALUATION

Dice game  
For families  
Version: de  
Rules: de + en fr it jp  
In-game text: yes

**Comments:**  
Well-made expansion \*  
Evolution cards introduce a bit of tactic and a lot more chance as regards to potential respective opponents

**Compares to:**  
King of Tokyo

**Other editions:**  
Iello, France; Hobby Japan; HomoLudicus, Spain; Uplay.it, Italy



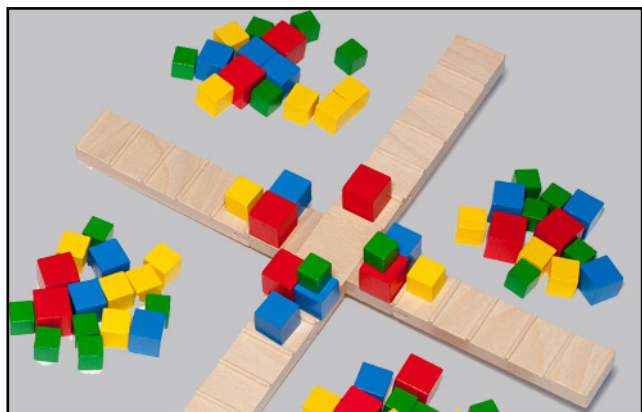
## KIPP X

### WILL THE SEE-SAW TILT?

5+

Already back in 1999 Kippit was published featuring the idea that is now also the basis for Kipp X - you want to place cubes onto a see-saw and be the first to get rid of all your cubes. In the early game the mechanics only applied to a game for two players. The new edition of Kipp X uses the game mechanics from Kippit for up to four players. The

basic game is the same, again you must get rid of your cubes quickly and be the first to do so. A board shaped like an X or cross - four bars with ascending steps, arranged around a middle spot - is set up, at the start none of the four bars is touching the table. All cubes - 12 big red ones, 16 medium blue ones, 20 small yellow ones and 24 even smaller green



cubes - are distributed evenly to all players; then all make a move in turn and place one cube on the see-saw, always on one of the bars or on one of the cubes already on the see-saw. You may not touch the see-saw or any of the cubes on it when you place a cube. When nothing happens when you place a cube, you may place another cube, and so on, until either the see-saw tilts or you stop voluntarily. When the see-saw just tilts without cubes falling off, your turn simply ends. Should cubes happen to fall off when the see-saw tilts or should just cubes fall off you must add the fallen cubes to your personal stock. If you place your last cube, you win.

As all games from franjos this one, too, is simple, elegant and made of beautiful materials; purist fun without background story or complicated rules; fun and excitement simply come from „Is the see-saw tilting? Do cubes fall?“ ☑

## INFORMATION

PLAYERS:  
2-4AGE:  
5+TIME:  
20+**Designer:** Torsten Marold**Artist:** Bernd Martens**Price:** ca. 30 Euro**Publisher:** franjos Spieleverlag 12[www.franjos.de](http://www.franjos.de)

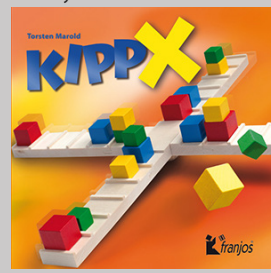
## EVALUATION

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

**Comments:**  
Purist wooden components \* Works also well for two players \* Simple rules \* High replay value

**Compares to:**  
Kippit

**Other editions:**  
Currently none



# MONOPOLY DER HOBBIT

EINE UNERWARTETE REISE

8+

Once again a game of Monopoly has been adapted to a film, this time to The Hobbit An Unexpected Journey; and this edition, too, has been adapted to the topic as usual and was reworked a bit. The board is nicely decorated in the style of the film, but keeps up the basically standard allocation of spots; Start and Jail are still there as is parking; the

roads have been changed into dwarves and other characters from the film; train stations and power stations have turned into weapons or locations from the film; Community cards and event cards have become "Rätsel-Spiel" and "Zwergenschatztruhe". Houses and hotels have not been adapted to the topic, they remain simply houses and



hotels as usual, albeit in gold and silver.

The playing pieces, on the other hand, are items from the film: There is Gandalf's Hat, Thorin's Key, Glin's Axe, Filis Bow, a spike and of course The One Ring.

Contrary to other license or theme editions there is no rules expansion or additional rule specific for the special topic; the rules, too, have only been marginally adapted to the topic: The rules still mention roads and tax spots in connection with „Zwergen füttern“ or „Höhlenrücklage“, which is the name for the spots on the board.

Fans of Monopoly will like this edition, too, the playing pieces are collectors objects anyway; but the overall impression is mixed; too obvious is the feeling of „Mr. Monopoly meets Mr. Beutlin“: What a pity, this could have been done better instead of producing a visually different version of a well-known standard game with well-worn rules; so it appeals mostly for collectors in one genre or the other. ☑

## INFORMATION

PLAYERS:  
2-6

AGE:  
8+

TIME:  
90+

**Designer:** not stated

**Artist:** not stated

**Price:** ca. 40 Euro

**Publisher:** Winning Moves 2012

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

## EVALUATION

Roll & Move game  
For families  
Version: de  
Rules: de  
In-game text: yes

### Comments:

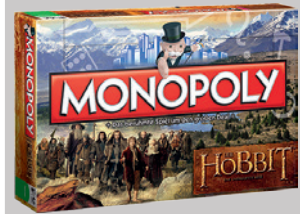
Inconsequent implementation of the topic, especially in the rules \* Playing pieces and board spots adapted, houses and hotels not \* Seems somewhat unfinished

### Compares to:

Other editions of Monopoly

### Other editions:

Currently none



# OUT OF GEARS

ROBOT FIGHTING ROBOT



8+

Robots are out of control and fight each other in a battle for spare parts, called Gears. You collect them for points and take a robot, his Internal Circuit board and a set of cards; Gears are laid out as a general stock. You lay out eight junkyards and randomly place two gears on each active junkyard (junkyards for robots not in play are inactive).

All play simultaneously: First you program robots, then you activate robots and implement actions in the sequence of Attack, Traps and Harvests. After that, you move gears to the Internal Circuit boards and draw new gears for the junkyards.

To program a robot you take an action card and a number card face-down up into your hand



and then all reveal their cards at the same time. The robot with the number you chose is attacked; if you chose your own robot, he defends himself. If you successfully attack or defend, you receive Gears. Traps block junkyards, nobody can harvest there, and with the Harvest action you choose a junkyard that you want to empty out. When two players would get Gears from the same junkyard or robot you split them evenly. If, after such an activation phase, you have three or more Gears next to your robot, you transfer two of them to your Internal Circuit board; those pieces are safe. If there are no Gears in stock and at least one junkyard is empty, you win with most points from safe Gears.

Out of Gears is a fast game with witty illustrations; basically it is a comparison of cards, a bit like Scissors-Stone-Paper; if you choose something alone, you can do it, otherwise someone who defends or blocks succeeds - a nice family game with an unusual topic. ☑

## INFORMATION

PLAYERS:  
2-8

AGE:  
8+

TIME:  
30+

**Designer:** Andrea Nani

**Artist:** Guido Favaro

**Price:** ca. 19 Euro

**Publisher:** Red Glove 2012

[www.redglove.eu](http://www.redglove.eu)

## EVALUATION

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

### Comments:

Nice family game \* Simple basic rules \* Secret selection and then comparison of cards

### Compares to:

All games with simultaneous secret choice of action and then implementation, even Stone-Scissors-Paper in general

### Other editions:

Red Glove, in Italian; ElfinWerks, USA;



## PESCADO

FISH FOR TILES IN POND AND NEXT DOOR

7+

The name gives a hint on the topic for this dice game, it's fish and fishing; each of the 36 tiles there are three colored fish and you use the color dice to try and acquire as valuable fish as possible. When three different fishes are depicted on a tile, it scores one point, two fishes of the same color score two points and a triplet of fish of the same

color scores you three points.

To play you shuffle the tiles face-down and stack them; six of them are laid out open-faced to form the pond. For your first roll you use five white color dice and check the result for correlations between dice and tiles; you can take any tile whose color of fish you can match with your dice; you can use one die for several

combinations on different tiles; but when there are two red fish on a tile you need two red dice! When you have taken all possible tiles, you can roll again and can add one or two grey dice to your roll, but you must turn over two tiles in the pond for each grey die you want to use and you can leave dice from your first roll on the table. You compare the result of the second rules with the pond and take those tiles that you can make up with your dice. The next player in turn can always also take tiles from his predecessor who then turns over his remaining tiles after his successor's turn and thus secures them. When you cannot refill the pond, you win with most points. A simple dice game like so many others, were it not for those alluring grey dice and the fishing from your predecessor; he has three red fish, if 1 turn over those two 1-point-tiles and leave those two red dice .... ☑



### INFORMATION

PLAYERS:  
2-4

AGE:  
7+

TIME:  
20+

**Designer:** Steffen Benndorf  
**Artist:** Steffen Mühlhäuser  
**Price:** ca. 19 Euro  
**Publisher:** Steffen Spiele 2012  
[www.steffen-spiele.de](http://www.steffen-spiele.de)

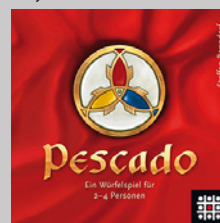
### EVALUATION

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

**Comments:**  
Attractive design \* Variant „Fische Schnappen“ for triplet rolls \* Unequal number of turns due to sudden end \* Last player does not lose tiles

**Compares to:**  
Dice game for color combinations

**Other editions:**  
Currently none



## PINGUINTANZ AUF DEM EIS

PUZZLING FUN WITH PENTOMINOS

6+

Five penguins sit on ice floes which move and change. You are asked to fit the floes into the board in a way that all the penguins are in their assigned positions. One penguin each is permanently fixed to each of the five floes, on one of the five squares of each Pentomino floe. You choose a puzzle from one of the four levels of difficulty,

Starter - Junior - Expert - Master; each puzzle presets the position of one or several penguins on the board; the location for non-preset penguins you can choose yourself. There is always only one correct solution. In order to solve a puzzle you can change the shape of one or several floe: You can shift part of a floe in every floe - so you can

transform one Pentomino into another to get a penguin to the correct position and to place the floe on the board without a gap. The solutions are included in the booklet of puzzles; the 15 starter puzzles are meant to explain the game and to introduce you to this kind of logic position and arrangement puzzle; the arrangement of the Pentominos is given, you have to position the penguins; in the Junior level only one or two Pentomino shapes are shown where they should be preset, and in the Expert and Master levels you only see the position of the penguins on a grid n 25 squares. Those levels need a lot of thinking and shifting of Pentomino parts to bring the penguin ballet into position. Pinguintanz fits seamlessly into the range of position puzzles by Smartgames at Jumbo, showing the usual high quality; components are classy, the puzzles range from most simply to fiendish and the logic fun is huge. ☑



### INFORMATION

PLAYERS:  
1

AGE:  
6+

TIME:  
var

**Designer:** Raf Peeters  
**Artist:** not stated  
**Price:** ca. 16 Euro  
**Publisher:** Jumbo / Smart 2012  
[www.jumbo.eu](http://www.jumbo.eu)

### EVALUATION

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

**Comments:**  
Solitaire game \* Puzzles in four levels of difficulty \* Solutions included \* Pretty, sturdy design

**Compares to:**  
All other logic position puzzles

**Other editions:**  
Penguins on Ice, Smart Games



# SAMURAI SWORD!

NINJA VS. SAMURAI AND RONIN



Samurai Sword is based on the well-known and well-liked BANG! Game System and takes us into the Land of the Rising Sun: True and devoted Samurai protect their Shogun. Insidious Ninjas try to destabilize the Empire from within - at whatever cost it takes! And meanwhile a Ronin is preparing for battle and plans his revenge. Players try to

uss out their enemies and to honor Bushido, the True Ways of the Warrior.

To put it simple: Swords instead of guns! In analogy to Bang! you secretly choose a role (Shogun, Samurai, Ninja or Ronin) and a character with special abilities; Shogun & Samurai, Ninjas and Ronin make up three secret teams with the goal to achieve



most Honor Points or to be the last one in play. A turn includes: Resilience points, drawing two cards, playing cards for yourself or an attack and discarding cards. If you lose your last Resilience point you yield an Honor Point to the winning attacker; if someone is out of Honor Points the game ends and you score Honor, bonus of roles, Daimyo cards and Fatal Attacks.

As is only to be expected from a classic topic and characters synonymous for fighters the system can be seamlessly and without effort transferred from the Wild West to the Far east; the biggest difference between those two games is that in Samurai Sword no player drops out of the game, you only lose an Honor point, pass for the rest of the round and then return to the game with the full amount of resilience points. That necessitates knowing who to strip of Honor points by successfully attacking him, so you should try to identify your team mates quickly. ☑

## INFORMATION

PLAYERS:  
3-7

AGE:  
8+

TIME:  
45+

**Designer:** Emiliano Sciarra  
**Artist:** Werther Dell'Edera  
**Price:** ca. 20 Euro  
**Publisher:** dV Giochi 2012  
[www.dvgiochi.com](http://www.dvgiochi.com)

## EVALUATION

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

**Comments:**  
German edition 2013 at Abacus Spiele \* Part of the Bang! Game Series \* Different topic and setting \* No elimination of characters results in different scoring

**Compares to:**  
Bang! and variants

**Other editions:**  
2013: Abacus Spiele, Germany; Hobby Japan



# SEI STARK. SAG NEIN!

PREVENTION OF VIOLENCE  
TOWARDS CHILDREN



Violence towards children, danger for children - topics of this violence prevention game for all the family with the goal to sensitize children in a playful way for their interaction with strangers. The game features three different kinds of cards: Red prevention cards, green „Show something“ cards and blue „Remember something“ cards. The

cards are shuffled by the moderator and stacked; then you draw a card. If a red prevention card is drawn the moderator shows the picture and reads out the choice of answers given on the back of the card. The player/child chooses one of the possibilities, sometimes there are several correct answers; the child should give reasons for his choice of



answer; one can add discussion, explain correct behavior and actions, etc. The gymnastic and movement exercises are meant to convey self-confidence and strength and the picture cards in the blue category of „Remember something“ are meant to induce and train exact observation and analyzing situations.

For correctly answered questions and correctly mastered exercises the child is given the card, which is worth one point; if more than one play you win in the end with most points.

This card game picks up one of the most important topics in relation to children; it conveys to children an awareness of potentially dangerous situations without frightening them and shows that it is okay to say NO whenever they dislike a situation or are not comfortable in a situation. The emphasis of the game is on prevention and exclusively on violence that could happen to children outside their home, potential violence elsewhere is not featured. ☑

## INFORMATION

PLAYERS:  
1+

AGE:  
5+

TIME:  
var

**Designer:** Andreas Budeker  
**Artist:** Haus d. g. Geschmacks  
**Price:** ca. 10 Euro  
**Publisher:** Nürnberger Spielkarten 12  
[www.nsv.de](http://www.nsv.de)

## EVALUATION

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

**Comments:**  
Immensely important topic \* Topic well presented without inducing fear \* Pictures trigger discussions and questions

**Compares to:**  
First game of this kind

**Other editions:**  
Currently none



# SHARK ATTACKS!

HOTEL GUESTS TAKE A DIVE

10↑

A hotel on the beach, we are the owners, and are pleased about doing good business when guests have fun at the beach and enjoy bathing. But unfortunately, sharks keep appearing in the shallow waters at the beach, hurting bathing guests and that is bad for business and the number of visitors.

You roll blue dice and can then

1) accept the result, note it and pass your turn; if you do so you can discard one of your „Shark attacks“ signs. 2) You have rolled a Beach Party, that is, only bathing guests, the score double, you note your score and your turns is over automatically; you can discard two „Shark attacks“ signs; 3) You are not happy with the result of the roll and



roll again. For another roll you must first roll the yellow event die: For Sun new guests arrive; you can roll an additional blue die; For a Cloud guests stay away due to bad weather, you set aside one of your blue dice showing water; If you roll Shark Attacks, the game flow changes: You set aside all blue water dice and you must try to get guests out of the water. You roll all blue dice showing bathing guests and the shark die. Shark dice are scored in relation to the number of sharks they show and they eat bathing guests according to the rules; bathing guests that escape are scored; when all manage to escape, they score triple. Shark Attacks also give you „Shark Attacks“ signs, which reduce your number of blue dice you can roll for bathing guests in your next turn. If you are first to reach 100 points, you win.

As is usual for a game by Henning Poehl, the topic is slightly macabre, but nicely done featuring wittily implemented standard mechanisms. ☑

## INFORMATION

PLAYERS:  
2-6

AGE:  
10+

TIME:  
30+

**Designer:** Henning Poehl

**Artist:** Michael Holtschulte

**Price:** ca. 15 Euro

**Publisher:** Sphinx Spielverlag 12  
[www.sphinx-spielverlag.de](http://www.sphinx-spielverlag.de)

## EVALUATION

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

**Comments:**  
Rather macabre topic \*  
Topic wittily implemented  
\* Well-combined standard mechanisms

**Compares to:**  
All dice game with stop-for-safety or continue-at-your-peril mechanism

**Other editions:**  
Currently none



# SHINOBI

WAR OF CLANS

In 16th century Feudal Japan players embody agents of the five most powerful clans and are tasked with ensuring military supremacy for their clan. Each player is secretly assigned a clan card and you draw four troop cards from the deck. The table area in front of each player is representing a Japanese province. A move consists of three

parts: Troop deployment order, Troop movement order and Attack, which in turn means to place a card from your hand into another province; then to place a card into your own display = province or move a card from from opponent's province into another player's province or into your own, and then to fight, if possible. An attack hap-



pens from your own province on an opponent's province and only against weaker armies holding fewer cards and not on armies of the same clan or on armies for which you played cards in Phase 1 and 2 of your turn. An attack is automatically successful; the attacked army loses one troop unit, that is, one card. Instead of playing a card into a province you can choose an opponent's stack and discard a card from this stack together with a Ninja card from your hand, thereby destroying one troop unit. When the cards have been used up, clan affiliations are revealed and you win if you control the mightiest army. Sounds rather tactical, but is rarely that, as you have no information and can only try to draw conclusions from what your opponents do; so one should maybe reduce one's one color a bit before on is targeted by all, because you have been sparing one certain color, so, tactic after all, in this attractive, quickly explained and quickly played card game? ☑

## INFORMATION

PLAYERS:  
2-5

AGE:  
12+

TIME:  
40+

**Designer:** Danila Goryunov

**Artist:** Danila Goryunov

**Price:** ca. 12 Euro

**Publisher:** Rightgames 2012  
[www.russianboardgames.com](http://www.russianboardgames.com)

## EVALUATION

Card discarding game  
With friends  
Version: multi  
Rules: de en fr it + ru  
In-game text: no

**Comments:**  
Little or very little tactic \*  
Fast, quick card shedding game \* Nicely combined mechanisms

**Compares to:**  
Card shedding games in color sets with secret allocation

**Other editions:**  
In Russian at Rightgames



# SO LÄUFT DER HASE

CARROTS, SALAD AND DANDELION

8+

Score points in the vegetable garden, marbles are representing vegetables - orange for carrots, green for salad and yellow for dandelion. And then there is one hare per player. The number of vegetable marbles for the respective number of players and all hares are placed in the bag, Then you pull them from the bag one by one and place them on

the board from top left to bottom right. This ensures a new random starting set-up for each game. The player whose hare is drawn first is starting player, and then you play in turn in the order of hares drawn and sitting on the board. Hares move like a Knight in Chess, only on occupied spots and you take the marble you reach! If you cannot move your



hare, you drop out of the game. When nobody can move, you score three points for a carrot, two points for a salad and one for a dandelion.

Keep paying close attention during all of the game, because if you put your hare into a potential target spot of another player - with the exception of everybody's first turn - and your opponent notices this he can chase away your rabbit and put it into his own collecting bowl. This player drops out of the game instantly and the player who chased him away scores 4 points for the hare at the end of the game and the vegetables of the chased-away player are not scored at the end. In a game of four players you can play the team version, in which the marbles of chased-away players are scored.

Very simple, but aggravatingly brooding, you look and check and it can happen that your only possible move is the one that results in being chased away. But that's how the land lies, or better, the marbles lie! ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
15+

**Designer:** Goran Veljkovic

**Artist:** Gerhards Spiel & Design

**Price:** ca. 40 Euro

**Publisher:** Gerhards Spiel & Design 12

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

## EVALUATION

Collecting game

For families

Version: de

Rules: de

In-game text: no

**Comments:**

Nice topic \* Take great care not to be chased off!  
\* Team variant and variant for younger players

**Compares to:**

All abstract collecting games

**Other editions:**

Currently none



# THE HOBBIT

DAS KARTENSPIEL

8+

Bilbo Beutlin joins a Fellowship of 13 Dwarves and Magician Gandalf in a journey to win back the Dwarven treasure stolen a long time ago by Smaug the Dragon.

Plays move from location to location and place cards next to the locations. Depending on the number of players different numbers of locations are in play,

they are stacked in ascending order, Location One is laid out first. Each player holds 18 character cards of one color as a face-down stack in front of him and draws five cards from this stack in hand.

In your turn you place cards next to the location, open-faced, one or more than one, which you place in empty spots or on top

of cards already in place. You can cover Gollum with any card, can place only dwarves on Bilbo; Gandalf can be placed on Bilbo and dwarves and Gollum in turn on any card. But you may only play Gollum or dwarves or Gandalf in a turn, together with any number of Bilbo cards. The order in which you play the card is up to you. You can play Bilbo also without any other card. If you play Thorin you force the next player to pass his turn. When eight cards are laid out around a location, you receive gems if you have most or second most characters of your color visible at a location. The next location is placed next to a card played for the previous location. When all locations have been scored you win with most gems in this basically abstract placement game for majorities, getting its topic just from illustration from the film; there is some tactic due to the placement of cards already in preparation for the next location. All in all a good, family-friendly card placement game. ☑



## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
40+

**Designer:** Reiner Knizia

**Artist:** vitamin-be.de

**Price:** ca. 15 Euro

**Publisher:** Ravensburger 2012

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

## EVALUATION

Card placement game

For families

Version: multi

Rules: de en fr it nl

In-game text: no

**Comments:**

Mechanism from Der Herr der Ringe Die Gefährten Das Kartenspiel, varied and simplified \* Basically abstract placement game for majorities \* Illustrations provide topic relation

**Compares to:**

Der Herr der Ringe Die Gefährten Das Kartenspiel

**Other editions:**

Currently none



# TRAINS

LAYING RAILWAY TRACKS IN JAPAN

Private railroad companies in 19th century Japan, that in time merge into bigger company; actually this is a topic that one associate with a game from the 18xx series, but Trains is a deck building game - you play and buy cards for trains, personnel and facilities, which you all use to build track around Tokyo or Osaka, or with which you expand the towns and construct

buildings.

The game always comprises eight stacks of Mandatory cards - Trains, stations, Waste, etc., - and eight randomly chosen stacks of cards from a total of 30 different cards, ranging from Amusement Park to Tunnel or Viaduct. At the start each player puts a track marker onto the board. Then you play and buy cards in your turn in any



order and as often as you like, but in separate actions, in analogy to other deck building games. A card you play earns you virtual coins for the current turn only; the effects of action cards can be used instantly. With those virtual coins you buy cards and, at the end of your turn, you put all cards that you played, bought or remaining in your hand on your personal discard pile. When four of the stacks are empty or if you have used up all your track markers or when all station markers have been placed you add up bonuses for track and points on your cards to win with the highest score.

The mechanisms are clearly reminiscent of Dominion, but Trains is much more a track building game than a deck building game; a special feature are waste cards which you must take when building track; you must spend an entire turn just to get rid of waste cards you currently have in hand. This is a marvelous game, in which other players do not obstruct you, they "only" make building more expensive. It is to be hoped that there will be another edition! ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
12+

TIME:  
45+

**Designer:** Hisashi Hayashi  
**Artist:** ryo\_nyamo  
**Price:** ca. 50 Euro  
**Publisher:** Okazu Brand 2012  
[www.gamers-jp.com](http://www.gamers-jp.com)

## EVALUATION

Deck building  
With friends  
Version: multi  
Rules: en jp  
In-game text: no

**Comments:**  
Track building with a deck building mechanism \*  
Functional cards \* Good, easily understood rules \*  
Very difficult to acquire

**Compares to:**  
Deck building games like Dominion, Track placement games like Ticket to Ride, overall first game of its kind

**Other editions:**  
Currently none



# VOLL INS SCHWARZE

HOW MANY PEOPLE LIVED IN POLAND IN 2010?



From the categories of This & That, Geography, History, Sports, Technology and Entertainment you choose four for the current game and assign them to a segment of the board. In a turn you choose a category, advance the category marker and read a question from the category; for instance "Rome was built on how many hills?" The answer for

any question is always a number between 1 and 99. The number cards do not offer a card for each number, very many of them are not available, others are in the deck several times. Each player holds 3 cards drawn from the stack 1-9, 2 cards from stack 10-20 and 2 cards from stack 30-80. For an answer to a question you can use one or more cards



to place a face-down tip or you can pass. When the question has been read each player can place one or several of his number cards face down on the table for a tip or pause and lay down any number of cards together with the Pause card. If you gave the best tip and are nearest to the correct answer you move your marker one step forward and discard your number cards. When the answer is exactly correct, you keep your number cards. If you paused you draw three cards from any stacks of your choice and take back all your cards in hand, as do all those players whose tip was not close enough to the correct answer. When three category markers have reached the center you win with most points. The game also features a Bull's Eye version with task cards for the categories. Informative, funny, stress free, and if you know the correct answer but cannot make it up from your numbers you can always pause! And be annoyed! Or hope that you are near enough! Have fun! ☑

## INFORMATION

PLAYERS:  
2-7

AGE:  
6+

TIME:  
45+

**Designer:** Touku Tahkokallio  
**Artist:** Michael Menzel  
**Price:** ca. 30 Euro  
**Publisher:** Huch! & friends 2012  
[www.huchandfriends.de](http://www.huchandfriends.de)

## EVALUATION

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

**Comments:**  
Gut for large groups \* Nice selection of questions \* Informative without demanding knowledge or facts

**Compares to:**  
Pi mal Daumen and other assessment games

**Other editions:**  
Currently none



# WÜRFELmania

DICE-DICE, 12-SIDED, COLOR DICE ...

A total of 133 dice is used for a party game with actions in three areas of the board: Quizville, Knobelfeld and Actionland. You take a card corresponding to the location of your marker on the board and try to master the task stated on the card. For instance: Turn over the timer and stack all 6 green dice on top of each other before the time runs out? And

what's difficult about that? Well, the green dice are 12-sided dice and there are six of them and the area they offer for stacking isn't really that large. Or you roll the die and then name as many chancellors as indicated by the die before the timer runs out. If you master the respective task you move your marker forward, if you fail, you either remain in



place or move backwards. In Quizville the color die determines the category of the question you must answer; in Knobelfeld you must comply with dice tasks plus an additional task, for instance name term in accordance with a letter you rolled; finally, Action land can confront you with anything from drawing terms to constructing stacks of dice. If you happen to stand on a Juhu spot you may choose your next task. More than six players can play in teams. If you are the first to master the Master Task in the finish area you win the game. The master task comes from a category chosen by your fellow players; should this task then demand the participation of all players you must be among the winners of the task to win the game.

A standard party game with a well-chosen mix of questions and tasks, albeit something special due to the many different varieties of dice and their use, and lots and lots of fun, too! ☑

## INFORMATION

PLAYERS:  
2-6

AGE:  
12+

TIME:  
30+

**Designer:** The Haywire Group  
**Artist:** Mirko Suzuki  
**Price:** ca. 24 Euro  
**Publisher:** Amigo Spiele 2012  
[www.amigo-spiele.de](http://www.amigo-spiele.de)

## EVALUATION

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

**Comments:**  
Standard mechanisms, pepped-up by varieties and use of dice \* Pretty components \* Good, attractive mix of questions and tasks

**Compares to:**  
First game with this mixture of using dice

**Other editions:**  
Diceapades, Haywire Group, USA



# X MARKS THE SPOT

A CROSS OF GHOST SHIPS

10+

Sometimes you find games in unexpected places at Essen Fair! Not that I am surprised at finding games at Essen Fair! But in the middle of role playing accessories a Johnny-Depp look-alike pirate was offering a game in which you need to form a cross with your pirate icons in a display. You are randomly assigned a

pirate plus his symbol and are dealt four cards; those cards are like Dominoes pieces, they show to halves and either two different or two identical symbols. In your turn you draw cards to hold six and can then play two cards one after the other; placed cards must touch another card at a border or edge. You can also put cards down on other cards;



Ghost Ship icons are jokers, a Kraken is a "dead" symbol and must be covered with a Ghost Ship or destroyed with a Cannon. Open water can be placed over any other symbol and can be covered in turn with any symbol. There are also action cards - Cannons destroy an uncovered card. New Heading allows you to swap a card in the display with one from your hand; Parlay allows negotiating for cards and Plunder gives you a card from another player's hand or from the discard pile. If you do not like your hand you can discard it and draw new cards. If you form an X from five symbols, you mark the middle one with a Doubloon, this symbol is now protected, but the others are not. You can use an unprotected symbol for the formation of several crosses. If you are first to have three Doubloons in the display you win. X Marks the Spot is well-made, nice, prettily illustrated and offers just enough challenge to entice you into another game! Dominoes reloaded! ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
10+

TIME:  
45+

**Designer:** Mike Richie  
**Artist:** Nigel Sade  
**Price:** not stated  
**Publisher:** Rather Dashing Games 11  
[www.ratherdashinggames.com](http://www.ratherdashinggames.com)

## EVALUATION

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

**Comments:**  
Interesting version of Dominoes \* Pretty illustrations \* Difficult to acquire

**Compares to:**  
Dominoes and variants

**Other editions:**  
Currently none



**BLOCKADE RUNNER ADD ON**

Publisher: Numbskull Games  
Designer: Patrick und Alex Stevens



In the American Civil war the Union tries to block the Confederates by sea blockades from supplies out of Europe. Players are Blockade runners, who want to support the Confederacy or simply make profit. Four rounds comprise Union actions, goods management, turn order determination and actions of players. The Unions wants to block harbors, conquer harbors and cities and chase ships on the High Seas. Players can load and unload or move ships, play action cards or auction ships and transport goods on rails. ADD ONN gives you 28 Advanced Action Cards to block other players.

Development game for 2-6 players, ages 12+

Development game for 2-6 players, ages 12+

**BOGNAR'S BRAIN TEASER SMILES**

Publisher: Huch! & friends  
Designer: Jozsef Bognar



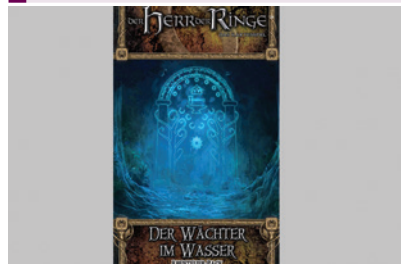
Bognar's Brainteaser is made up from two square planes with holes, one blue and one red, each featuring nine holes. In those planes sit double-sided discs showing Smileys on both sides, but there aren't two discs in each of the holes. When you know twist the planes against each other, some discs fall down into the other plane. Starting from different positions of the discs you try twist or tilt the planes to make all smileys look in the same direction.

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

Logic game for 1 or more players, ages 7+

**DER HERR DER RINGE DER WÄCHTER IM WASSER**

Publisher: Heidelberg  
Designer: Nate French



Zwergenbinge Der Wächter im Wasser / The Watcher in the Water Dwarrowdelf Road to Rivendell is the 3rd Adventure Pack = AP for the LCG Der Herr der Ringe Das Kartenspiel / The Lord of the Rings The Card Game, featuring 60 cards, with a difficulty level of 5. Cards come from this AP and the encounter set "Nebelgebirge" of the Khazad-Dum extension. Arwen Undomiel is a new Ally Objective card and must be protected by the starting player. Secrecy is a new keyword and reduces the costs for playing a card from hand in relation to the threat level. Durins Doors can never leave the game as an explored location. Version: de \* Rules: de en es fr pl \* In-game text: yes

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

**MEINE ERSTEN REIME MIT DEM SPRECHDACHS**

Publisher: Huch! & friends  
Designer: Wolfgang Dirscherl



Sprechdachs and his friends have learned about a treasure and embark on the adventure of looking for it. On this quest they also meet Bello the Dog and Hilde the Hare. The game comes with a color dice and integrated into the pages there are round tiles showing items. You separate them from the pages and can then read out the story and place the tile corresponding to the rhyme, or choose a tile and let the child name a corresponding rhyme word or you can play a memo game in which you look for tiles making up a rhyming pair in the color you rolled.

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

Educational Game book for 1 or 2-3 players, ages 3+

**MIA AND ME RETTET DIE EINHÖRNER!**

Publisher: Schmidt Spiele  
Designer: Anja Wrede



Players must collect Unicorn Tears, find all parts of the Golden Trumptus and use Elven Weapons in order to fend off Evil Panthea. The top card of the stack is turned up, depending on the image cards are placed in the middle of the table or in front of a player; if you do not want to turn up another card you can take all open elves and unicorn cards. For the Snake Lasso Card you must throw chips for a duel; depending on the result you get elves or unicorn cards or they are turned back face down again. When all six Trumptus cards are revealed you win with most points on your cards.

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

Card collecting game for 2-5 players, ages 6+

**PICUS**

Publisher: NSV  
Designer: Reinhard Staupe



All cards show four kites in four colors and a bis or small colored circle; each kite shows a number between 1 and 50. Four cards are on display, a fifth one is the starting card. When the circle on this card is small you look for the card showing the smallest number in a kite of this color, if it is large you search for the highest value. The circle on this 2nd card determines the 3rd one, etc. Values of previous cards are not taken into account. If you find the fifth card you put your hand on it: When you are correct, you take the card; if not, you quit the game. You win with six cards. New edition of Leonardo and Ikarus. Version: de \* Rules: de \* In-game text: no

Concentration game for 2-5 players, ages 7+

**PRINZESSIN AMELIA**

Publisher: Noris Spiele  
Designer: Janina Leon



Jewelry cards are stacked and three are revealed: Diamonds and imps are shuffled and a grid 4x4 is laid out; from your current position you can turn up as many cards as possible either horizontally or vertically; then you choose one of them, take it and place your marker into the gap. A new card is placed in the vacated gap. Revealed imps or markers of other players stop your turning-over of cards. When you have collected enough jewels for a piece of jewelry you give them back and take the jewelry card. When all diamond cards have been given out, you win with most pieces of jewelry. Series „Für uns ab Fünf“. Version: de \* Rules: de \* In-game text: no

Placement and collecting game for 2-4 players, ages 5+

**PRINZESSIN LILLIFEE ICH PACKE MEINEN KOFFER!**

Publisher: Die Spiegelburg



Prinzessin Lillifee wants to take a trip and packs her suitcase; she has made notes on what to take. All players look at the item cards in the grid, then the cards are turned over. A task card is revealed and you try to find all items depicted on it underneath the face-down cards in the grid, the order is irrelevant. In case of a mistake your turn ends; if you manage to find all items you receive the task card and can reveal a new one. When you have collected six cards you win. Packed in a suitcase-shaped tin.

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

Memo and collecting game for 2-6 players, ages 5+

**STAR WARS LABYRINTH**

Publisher: Ravensburger  
Designer: Max J. Kobbert



Between fixed tiles you lay out a labyrinth with tiles. The remaining tile is inserted at the end of one row or column. This insertion moves all tiles in the row or column and one tile falls out at the other end. After inserting a tile you can move your space-ship as far as you can or want. With clever use of these two moves you try to reach Star Wars characters with your space ship. If you reach the current character on your card, you discard the card. If you are the first to discard all cards and get back to your starting spot, you win. In the Darth Vader Version you must reach cards showing his Symbol with the Darth Vader pawn. Version: multi \* Rules: de en es fr it nl \* In-game text: no

Sliding and position game for 2-4 players, ages 7+

HUGO KASTNER RECOMMENDS

# CAYLUS

FOR THE KING'S FAVOUR



Dear Reader! "1289. In order to fortify and strengthen the borders of the Kingdom of France King Philipp The Fair decides to have a new castle built. resolves to buy a new castle. For the time being, Caylus is but a humble, unimportant dwelling, but soon workers and craftsmen will be flocking to it by the cartload, attracted by the prospects of great wealth and prestige the planned building may hold in stock for them. All around the building site a city is developing slowly... Players take on the roles of builders who are constructing the castle of the king and developing the infrastructure of the city nestling at the base of the castle. They strive for prestige and try to win the favor of the King. When the castle has been completed the game will end and the winner will be the player who owns most prestige." Those are the words with which the rulebook starts the challenging adventure published by Ystari Games. And those words are program, too! They present a high-class game experience of many levels and challenges, which is as time-consuming as it is interactive. All that is happening on a colorful game board à la Arnaud Demaegd (memories of "Ys" come to mind), with components featuring hundreds of individual pieces. Voilà, prepare yourself to immerse yourself into a strategic and tactical adventure for two, three, four or even five master builders. Where? At the Austrian Games Museum at Leopoldsdorf, of course!

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

The critically scrutinizing eye of the reviewer keeps continually searching and spotting in the light of experts group's lamp. With "Caylus" one must mention from the start and emphasize the elegance and harmony of the game flow. The individual decision crossroads may be interwoven and ramified, but the overall process of building the castle remains clear and unfazed. Not for a moment are players distracted or excluded from the core purpose of the enterprise, the

placement and scoring of workers, as each consideration of one player is deciding and of having a sustained and lasting effect on other players. Again and again a need remains unfulfilled, very similar to real life. Sometimes there might be a lack of plain money, sometimes a tiny unit of wood or an easily provided cloth might promise the master stroke!

When finally we succeed to construct a magnificent building it might just be outside the influence sphere of the reeve. Should you happen to be only in second place in the castle, you might not incur the much-desired favor of the King. If you happen to place your worker on one of the urgently needed buildings you might come away empty-handed from the next one. If you acquire the wrong resource you might lack food or wood in a deciding moment in the game. The opponents are not asleep on their feet, that much is clear. Like a puppet on a string the seneschal moves along step by step on his lonely road and with his advance the end of the game is coming. Maybe one word on the game board: idiosyncratic and interesting, very colorful in strong colors. Functional and sporting a Kramer track. On top of all that I must highlight the idea of placing six workers per round. This results in a permanent interaction which reminds all involved of actions and results in forced reactions. This creates liveliness around the board; supplies of resources, building, turn order, brick-laying at the castle, reeve movement and special actions and favor points from the king are negotiated. Caylus is an excellent development game, now called worker placement game, which comes alive with your ambitions as a builder. What more do you want? ☑

Comments to: [Hugo.Kastner@spielen.at](mailto:Hugo.Kastner@spielen.at)  
Homepage: [www.hugo-kastner.at](http://www.hugo-kastner.at)

## RECOMMENDATION #87

Designer: William Attia

Artist: Arnaud Demaegd

Price: ca. 35 Euro

Year: 2005

Publisher: Ystari/Huch!&amp;friends

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

PLAYERS:

2-5

AGE:

12+

TIME:

90+

Tactic Info+ Chance

Two hours or more, brimming with tactical and strategic decisions guaranteeing a consistent level of tension and challenge, must be set aside for Caylus. Elements of chance are absent, bluff equals Zero and nobody suffers from a lack of information because all is handled openly and face-up. Caylus can be put down as a nearly pure logic adventure in the "Tension Triangle" of competence - level of information and luck. Nearly pure due to a certain element of chance that is introduced into the game with the order of play for three or more players, connected to an order of decisions on actions.

### Hugos EXPERT TIP

The rules of the game take some time to get acquainted with. Without a certain amount of playing experience the individual strategies do not reveal themselves, which means that the first castle construction should be taking as a test game. But I must emphasize that all rules are stated precisely and logically. But as the building tiles are not carrying text information but only pictograms, it takes some time until players can orientate themselves without having to consult the rules again and again. It is also important to intimately know the individual phases of the game and the suggestions of the author included in the game should be read and adhered to if you want to have a realistic chance to win this comparative competition of master builders.

### Hugos FLASHLIGHT

My first encounter with the Kingdom of France in the 12th Century was something of a déjà-vu experience, as some of the game mechanisms, resources, building tiles as the targeted together created a momentary vivid impression and a vague illusion of having seen this already, of being familiar with it. That has been around, I can recognize it - this is what flashed through my mind. Or was it only an illusory familiarity which went as quickly as it came? Irrelevant, in the end I must confess, because Caylus leaves a very strong, lasting impression, with a challenge for mind and energy of players that feels immense.

### PREVIEW:

**DICKE LUFT IN DER GRUFT**  
*Vampires at Dawn*

## IMPRESSUM

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

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

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5

# Noblemen

