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Golden Horn

von Venedig nach Konstantinopel

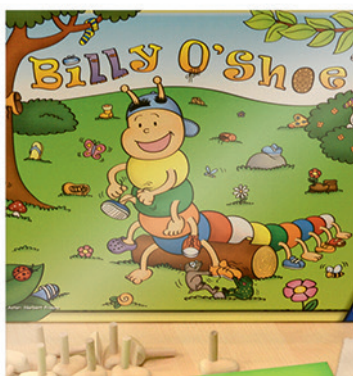


SPECIAL ISSUE NUREMBERG: 622 NEW GAMES BY 269 DESIGNERS FROM 114 PUBLISHERS



Bennis bunte Blumen, Daum + Leitner
2-4 Spieler, 4-8, Haba

KINDER



Billy O'Shoe, Norbert Proena
2 Spieler, 3+, Beleduc

KINDER



I Spy Original
1-4 Spieler, 5+, Game Factory

KINDER



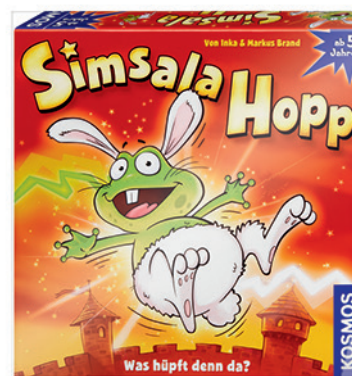
Im großen Zauberwald, Carlo A. Rossi
2-4 Spieler, 5+, Huch! & friends

KINDER



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2-4 Spieler, 4+, Ravensburger

KINDER



Simsala Hopp, Inka + Markus Brand
2-4 Spieler, 5+, Kosmos

KINDER



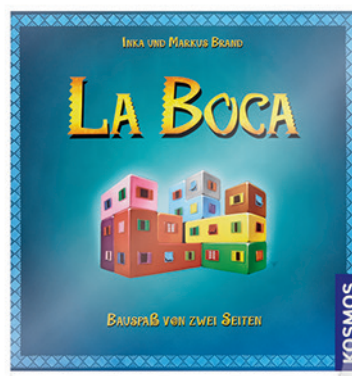
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2-4 Spieler, 8+, Piatnik

FAMILIE



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FAMILIE



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FAMILIE



Nada!, Kristian Amundsen Østby
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FAMILIE



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FAMILIE



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FAMILIE



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Ovo, Rachel Foulon
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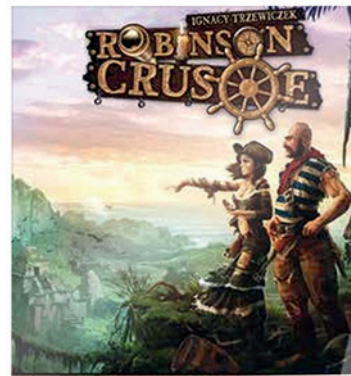
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FREUNDE



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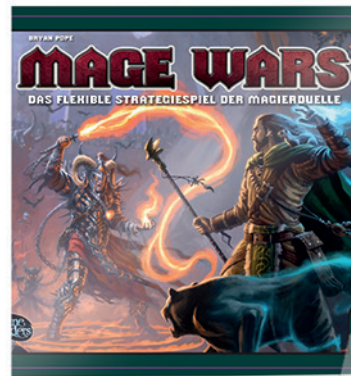
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EXPERTEN



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EXPERTEN



Mage Wars, Byran + Benjamin Pope
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EXPERTEN



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EXPERTEN



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EXPERTEN



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EXPERTEN

EDITOR-IN-CHIEF DAGMAR DE CASSAN REPORTS ON THE 64th TOY FAIR NUREMBERG

THE GAMES FROM NUREMBERG 2013



This circuit of the halls at the International Toy fair is an appraisal of the new releases!

Report on the 63rd International Toy Fair, compiled by Dagmar de Cassan, assisted by Maria and Walter Schranz, Bernhard Czermak, Katharina Knoll and Ferdinand de Cassan

Publishers are listed alphabetically, and, as usual, variants of game classics like Lotto, Memory, and Domino and so on are not mentioned, unless they are notable for some reason or another; the same goes for new variants of educational games and such. Publishers that were present but had no new games to show are not mentioned either.

Company brands that are synonyms for publishers, e.g. alea by Ravensburger, are listed under the brand name. Curiosities, eye catchers and other interesting finds are mentioned in-between. This year I have - with very few exceptions - only listed and described a game once, even in case of simultaneous co-production by several companies. Other non-game-novelties are mentioned when especially interesting! Information on Kickstarter projects is only mentioned very rarely; in general Kickstarter projects are not listed.

Licenses are still a big topic; the most important one is still Star Wars, among many more, for instance The Hobbit or Ninja Turtles.



The winners of the **Toy Award** were announced at the Fair Opening on Tuesday Night, this year winners were chosen in five categories:

Baby&Infant (0-2 J.): Tobbles Neo, Fat Brain Toy Co. Fat Brain Toy & Co. takes the time-honored stacking game to the next level: Tobbles Neo fascinates with its six beautifully styled colorful cups in a new design, that will



prompt every child to build their first tower. The option of building in an infinite number of shapes sparks the imagination of small children, and adds that extra thrill – how far can the tower tilt without falling over? This extremely successful combination of beautiful material, attractive design and imaginative toy concept earned it first place from the jury in the Baby&Infant category.

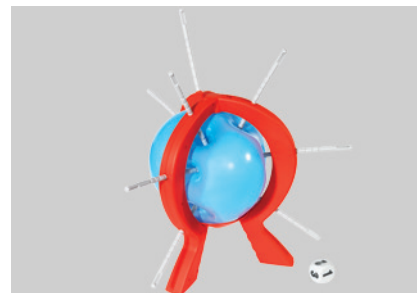
PreSchool (3-5 J.): Nacht der magischen Schatten, Haba

Once a year the magical inhabitants of the enchanted forest gather together – witches, trolls and elves then perform a mysterious dance around the campfire. All you can see, though, are their shadows... Only players, who can identify the figures and remember



which magical being didn't dance around the fire, can win this magical guessing game. HABA's game for all the family will delight adults and children alike, with fun and thrills for all players. This creative game concept and the high-quality workmanship also enchanted the jury, who elected 'Night of Magical Shadows' winner of the PreSchool category.

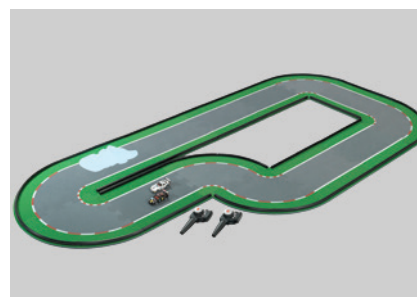
SchoolKids (6-10 J.): Bumm Bumm Ballon, Schmidt Spiele. Children have always been fascinated by bursting balloons. What used to be frowned upon by parents is now allowed – even in the playroom! The 'Bumm Bumm Ballon'



frame is quick and easy to assemble, then it is only a matter of fastening on the balloon, which is blown up to bursting point. The die goes round, and every player has to gently push plastic rods further into the balloon. You can see how the balloon changes shape as the air is displaced and finally bursts. Physics for small children, and a big bang at the end of it – not only the jury was wowed!

Teenager&Family (ab 11 J.): Siku Racing, Sieper GmbH

The speedsters on Sieper's SIKU Racing track don't follow hard and fast lanes but can be freely steered on the race track staked out by a tape. With four different speed, the control can be adapted to the driver's expertise, so grows with the child's



increasing driving skill. At the pit stops the variable cars – metal bodywork and chassis, and various tire sets can be combined as you like – can even be refitted. The jury were particularly impressed by the versatility of this challenging racetrack toy, and chose SIKU Racing as the winner of the Teenager&Family category.

Special Award des Toy Fair Specials Toys 3.0: RoboMe, Sablon

RoboMe isn't just any old robot – but a master of disguise. Once connected to an iPhone or iPod, its human owner can endow their virtual friend, created by SABLON Germany with their own appearance,

voice and personality. Thanks to speech recognition and voice control, children and adults can communicate with RoboMe, the robot playmate can learn names and sentences in the process, growing along with its owner – and learning to master tasks. A second iOS device, which can be



used as a video remote control, extends RoboMe's action radius, allowing him to explore his surroundings.

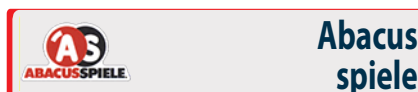
The Award for the choice of the professional visitors, **Toy Traders' Favorite 2013** was awarded to the winner of the category Teenagers&Family, **SIKU Racing**.

This year, as usual, most game publishers could be found in Halls 10.0 and 10.1; Ravensburger, Hasbro and Lego as well as Mattel in their new fixed booth in Halls 12.0 and 12.2 and publishers of games with wooden components, e.g. Haba and Beleduc, again in Halls 2 and 3, dedicated to wooden toys and dolls. Newcomers and small publishers were located in foyers of halls and in the New Exhibitor Center NEC in Halle 11.1.

And again, as usual, this is a preview on



what might be; what really will be published and when will only be revealed during the coming months - and we are looking forward to it.



**Abacus
spiele**

Ab in die Tonne by Carlo A. Rossi for 2-5 players, ages 6+, picks up - as is not really surprising according to the name of the game - the topic of waste removal; at Rumpelmeiers the



person who lets the garbage can overflow must take it out, so we stack garbage by playing cards.

Alles Käse by Meelis Looveer sends 2-6 players, ages 6+, out to hunt for cheese using dice



and cards, while trying to avoid mouse traps. On the backside of the catalogue you can find Katalog Edition 13, this year featuring Africana by Michael Schacht: **Africana Die Farbwechsler**; those cards are acquired by completion of the corresponding adventure; they enable you to change the color of travel cards for a reduced price.

In the Jubilee year of **Coloretto** a new edition of the card collecting game by Michael Schacht is published, featuring a new design;



2-5 players, ages 8+, collect and display colored cards for points; too many different colors earn you a negative score.



40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

International Toy Fair at Nuremberg comes again every year in February, just like snow in winter.

But in each year is also brings changes, and this year you could feel the change brought by the warm winds of spring, changes in the world-wide consumer behavior.

Toys 3.0 was the special topic of the 2013 Fair, an exhibition showing the combination of toys and games with electronics, but no computers or stations or smart phones. If this combination really is the latest trend will remain to be seen.

For us the Fair was again more a meeting of people, of editors, company representatives, game designers, officials - the games and their boxes took second place again, as most of them were not done and their content, the game, can completely change both as regards to rules and to design. It will be different at Essen!

We have compiled a small selection, „IN THE LIMELIGHT“, in the categories For Children, For Families, With Friends and For Experts.

But now already from Nuremberg onwards to Cannes, to the Festival International des Jeux, we will be on the road for it when you read those lines. Cannes and France is again completely different and you will read about our impressions in one of the next issues. We have fun in experiencing the many faces of the game community.

I would be happy if you would learn about many interesting games when reading this, which will find a place in your home.

If you like our **WIN Special Edition**: This English PDF version is available for free download at <http://www.gamesjournal.at>

The classic card shedding game **Stop** is also re-republished; 2-10 players, ages 6+, are meant to shed their cards first in this version of Mau Mau by discarding cards corresponding to color or number of a previous card. The Game of the Year 2007, **Zooloretto**, is re-



leased again in a revised edition, **Zooloretto Löwenedition** by Michael Schacht for 2-5 players, ages 8+, featuring a new variety of animal, the King of Animals, Lions can be placed in exchange for any other kind of animal.

Samurai Sword, a new member of the Bang! Range of games, was released at Essen by dv Giochi and is new released in a German lan-



guage edition by Abacusspiele; it is a transplant of Bang! from a Wild West Setting into a setting of the Samurai and Shogun era in Feudal Japan, again by Emiliano Sciarra for 3-7 players, ages 8+.

Abacusspiele acts as distributor for Dv Giochi
Rio Grande Games



And yet again artist Nellie Maan hat offers of new artistic interpretation of classic or



ancient board games, as usual in elegant wooden frames and lively colors, as much a work of art as a game.

Cakes for 2 players, ages 8+, features the mechanism of jumping over and thereby catching opposing pieces, the pieces are introduced into the game one by one.

Elixir - a game of movement for 2-6 players, ages 8+, you must move along concentric



circles, aka information levels, and collect ingredients for an alchemist's formula.

Fat Cats for 2 players, ages 8+, is an old game in a modern version, too, players must first immobilize and then remove



opposing pieces.

Pachisi is simply Pachisi, but on a very idiosyncratic and visually very challenging

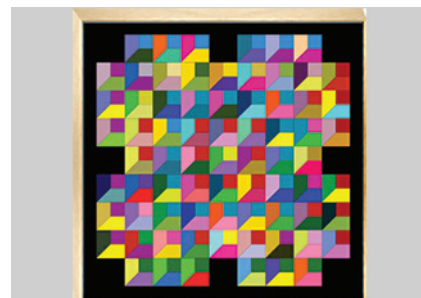


board.

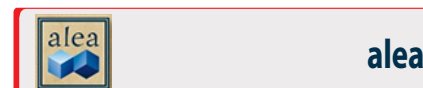


Sixteen Birds is an ancient tactical game in which you jump over opposing pieces and remove them; this edition for 2 players, ages 8+, is the modern version of the Indian original.

Square Route, intended for 2-6 players, ages 8+, features collection of points; you must circumvent obstacles and avoid to be caught by the opponents while keeping an eye on the target score of 100 points.



The 2013 novelty, already announced and shown as a prototype at Essen, is called



Bora Bora. Stefan Feld sends 2-4 players, ages 12+, to the islands of the Southern Seas where they set up huts and settle men and women from their tribes in them,



delegate priests to temples and offer sacrifices to gods, all in order to acquire power and prestige. You choose dice for actions, influenced by task cards.

The widely ranging line of new releases is headed by a family game – **Hugo Das**



Schlossgespenst by Wolfgang Kramer is given a new edition in which the rules have been slightly changed; 2-8 players, ages 7+, must take their guests to safety from Hugo and in this new edition can oust guests from a room. On the back of the double-sided board you can play Mitternachtsparty/Hugo Das Schlossgespenst using the original rules of previous editions.



The range of new card game is also headed by a new edition of a classic game:

Set is a card collecting game by Marsha J. Falco for 1-8 players, ages 8+; you collect sets of cards from a continually replenished display of cards, as fast as you can; such a set of three cards must show either all identical



or all different characteristics as regards to shape, color and filling.

Marsha J. Falco is also the designer of two other new card games:

Five Crowns is a card shedding game featuring complete sets or rows of cards for 2-7 players, ages 8+. In **Xactica** for 2-10 players, ages 12+, you not only must discard the



highest card to win a trick but your cards must also show the all-important deciding symbols.

Crazy Lab by Gregorio Morales & Jordi



Gene asks 3-5 players, ages 10+, to make up personal combinations of positive and negative colors; your fellow players only know the negative colors and all players contribute something to the vial for the



trump colors.

A new member for the range of children games under the Ö+Koo label is **Gespenssterturm** by Heinz Meister; 2-6 players, ages 5+, are looking for the ghost children haunting the castle, because when the clock strikes Midnight they need to be in bed; you



collect triplets of ghosts of the same color and place them into your own tower room.

Kuddelmuddel by Haim Shafir & Günter Burkhardt expands the range „Die kleinen AMIGOs“ and is intended for 2-4 players, ages 5+; cards are laid out randomly and all players turn up cards simultaneously and can place cards in a row when at least one



image corresponds; if you have 7 cards in a row you hit the bell and secure this row for victory points.

Alle meine Tiere expands the series of educational games, Gelbe Reihe, the card game for 2-6 players, ages 6+, is a design bei Reinhard Staube and informs on the world of animals; you assign categories like size, weight or way of life to rows of cards;



depending on the location of the category card you must sort values in ascending or descending order.

Alle meine Entchen by Heinz Meister is targeted at toddlers; 2-4 players, ages 3+, help the duckling to lead the family by swimming in first place; if you manage to move a duckling up front you acquire a tile.



In time for the election Bundestagswahl 2013 three card games are released featuring caricatures of politicians; **Politiker**



Doppelkopf, Politiker Skat and Politiker Rommé.

New in the range of trading card games there is the expansion **Schwarz & Weiß** Überschrittene Schwellen for **Pokémon**, featuring the theme decks Kälteschock and



Eisfeuer as well as boosters; then there are also three Tin Boxes featuring legendary Pokémon EX: Eldeo-EX, Schwarzes KYZREM-EX and Weißes Kyurem-EX.



For **Yu-Gi-Oh!** there is the **Zexal Collection Tin 2013** with 24 cards, the set comprises 21 new cards.

Tekken Card Tournament offers the 3D graphics from the video game for smart phones, tablets and browsers, supplement-



ed by playing cards as reality cross-over with QR card to amend the virtual collection of cards.

Amigo acts as distributor for Grubbe Media
Horst Pöppel Spieleverlag
Süddeutsche Zeitung



Inkognito by late master designer Alex Randolph and Leo Colovini is re-published under the Ares label, 3-4 players, all hidden



by masks, try to gather information and find their partners in a Venice setting.

Already announced in 2012, **Sails of Glory**, the ship miniatures game pendent to Wings of Glory will be published as a Kickstarter



project, as will be another game called **Galaxy Defenders**, which is a cooperative game SciFi miniatures game for up to five players fighting Aliens, by Nunzio Surace and Simone Romano.

Also announced for 2013 is **Battle of the Five Armies**, another game within the Series War of the Ring, again designed by



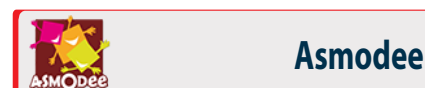
Roberto di Meglio, Marco Maggi and Francesco Nepitello for 2 players, topic of the game is the last battle at Lonely Mountain; the game is a stand-alone game, you do not need War of the Rings to play.



In **quroma** by Moritz Wittensöldner 2-4 players, ages 8+, collect quartets, that is,



four tiles of the same color; you have three actions per turn, either moving a tile one step to an adjacent stack or turning over a stack; when this results in two tiles of the same color on top of each other you take those two tiles.



The German-French publisher and distributor offers a varied and wide range of in-house productions and games from distribution partners (see there).

As a re-edition in a new package **Chromino** by Louis Abraham for 1-8 players, ages 7+,



is released; a placement game in which you set down tiles featuring colored squares so that always two colors correspond.

Based on the spotting game Dobble a version for children, **Dobble Kids**, is published, 2-5 players, ages 4+, search now for animals on the round cards in their hand or in the



middle of the table.

Some more children games were on display at the booth:

Especially eye-catching, colorful and attractive is **Miss Kipik**, a dexterity game for 2-4 players; you must pluck the little insects off



the spider's web, of course without alerting the spider; the game was already on display at Cannes 2011 for the French market.

Bulboza is a dexterity game for 2-4 players, ages 4+, featuring a garish carnivorous



plant, with a dental brace of all things, that must be fed with insects with the help of a catapult.

Barbecue Party is yet another dexterity



game for 2 or more players, ages 4+, you must put food on the grill, but sometimes the grid will simply throw off all the food



again.

Yet another visually spectacular new release is **Hotel**, a game that was previously published by Hasbro/MB; 2-4 players, ages 8+, buy building slots, acquire building permits and then construct their hotel in stages.

Timeline by Frédéric Henry is a game on chronological order of events, similar to



Anno Domini; 2-8 players, ages 8+, place a card with an event; when the time frame is correct the card stays put; if not the card is removed and the player draws a new one.

Asmodee acts as distributor for

Days of Wonder
Bombyx
Gary Games
Gigamic
Hazgaard Editions
Hurrican
Lautapelit
Libellud
Lookout Spiele
Ludically

Lui-Même
Marabunta
Matagot
Pulsar Games
Repos
Tactic
University Games
Ystari

Last minute: German editions of Z-Man Games - **Clash of Cultures**, **Pandemic** and **Walking Dead** will be published by Asmodee.

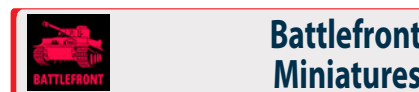


Spielkartenfabrik Altenburg offers new card games featuring license topics:



Featuring **Mia and me**, the range comprises a **Domino** with somewhat different rules, a **Quartett** game and **Mia Mia**, a fast card shedding game based on the Mau Mau mechanism.

Die Oktonauten adhere to their motto of exploring, rescuing and protecting and appear in a **Quartett**, a **Duett-Spiel** with 40 cards in two levels of difficulty using several game mechanisms, and also in **Oktonauten Rätselspaß**, which offers 64 extra large puzzle cards in 10 categories; the layout of the games is not yet the final one.



The publisher from New Zealand is represented by Heidelberger, where Spartacus, on view in Essen in English, is now being published in German. There is also a new game in the pipeline: **Firefly** by



Work in Progress. Image not final.

Aaron Dill and Sean Sweigart is based on a TV series and is published in cooperation with Gale Force Nine; 4 players, ages 13+, are captains of their own space ship and accept any old job offering good money.



On occasion of the 50th Anniversary of Beleduc a total of 70 new products are offered in all the product categories.

A new series is called One World, featuring a button puzzle, a magnetic puzzle, a set of finger dolls and also a game; all products are designed to promote understanding of a multi-cultural society: In **One World**



Travellino Kids 2-6 players, ages 5+, accompany One World Kids Mai-Lin, Fin, Ami, Pepe, Leila and Jamal on a journey around the world, learning about and encountering touristic sights, animals and plants from all over the world.

Candy, the classic and famous color dice game on color recognition and observation



is published in an Anniversary Edition for 1-8 players, ages 4+, in a limited edition in a pretty tin.

Hexenküche is also re-released in a newly designed edition, 2-4 players, ages 4+, search the bottom of mushrooms for dots



in the color determined by a dice roll; when the correct color is found you can place the mushroom in your own cauldron.

Billy O'Shoe is a little centipede whose many feet have gotten very wet when he was playing soccer on the flower meadow. 2 players, ages 3+, help him in the color dice game by Norbert Proena to get rid of



his wet shoes by placing bare feet on Billy's legs.



bioViva

This year, too, bioViva is presenting two new games:

Terrasauria for 2-4 players, ages 7+, is a game featuring dinosaurs; players explore territories to find dinosaurs, acquire them



and let their dinosaurs attack dinosaurs of other players.

C'est pas Sorcier for 3-6 players, ages 8+, is a game to stimulate your grey brain matter; you embody an animator in the TV show of the same name and set six tasks in one 40 topics.

boardgameAps
playfull innovation

Boardgame Aps

Move it!, a game with a sports topic for up to 8 players, ages 8+, designed by Peter Beim and Rasmus Perstrup, was already



shown in 2012, assisted by a bicycle and apples. This year the game was shown again with slightly amended rules; now there is no trainer, but players train each other.



Bombyx

Hai-Alarm!, is a new edition of Get Bit! by Dave Chalker, originally published by May-day Games; it is published like Noah in an elegant tin; 3-6 players, ages 7+, must make their pirates escape the shark und play cards to that purpose.



Bonaparte

The Czech publisher showed the party game **Guinness World Records**, that was already announced at Essen, for 2-5 players,



ages 8+; all play at the same time and must achieve a good mix of risk and tactic to win.



Bronda Games

The simulation of soccer called **smart Football** and intended for for 2 players, ages 8+, comes from the Czech Republic. Each player directs 11



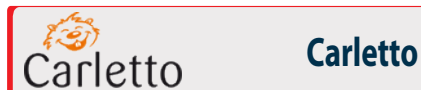
soccer players, the player piece currently holding the ball has the ball placed on its head; player alternate for actions, one action can comprise up to five moves, but only one move for an individual player. There is also an app for the game.

Card Express

The new exhibitor comes from Kazakhstan and offers a board game on a soccer topic called **New Football**; a simulation with



clever choices for movement, for 2 players, ages 7+.



Under the new label of **Game Factory** Carletto introduces an innovative, award-winning game concept for a game of searching and spotting called **I SPY** and introduces the new line with five titles, all based on the well-established „swarming“-picture topic and the motto „Open your eyes and take a good look, play I SPY and win“.

I Spy Original for 1-4 players, ages 5+, holds a double-sided board for each player, each



side featuring a swarm picture; each player draws a task card with eight different items and only one of those items can be found on each of the pictures on the boards.

The **I SPY ABC Puzzle** features puzzles of two parts for 1-4 players, ages 4+; one half of such a puzzle showing a swarm picture,



the other half one or two items or animals together with a corresponding rhyme; you can now combine pictures and items or find pairs of rhymes or lay out texts and search

your hand for corresponding pictures, etc.

The **I SPY Memo Spiel** for 1-6 players, ages 4+, shows identical objects on pairs of cards,



but pictured from different angles and on different backgrounds; you can also use the cards to play a memo with rhymes, in which you must turn up items that are featured on pictures in your hand.

The two card games **I SPY Fish** - a version of Old Maid / Schwarzer Peter for 3-6 play-



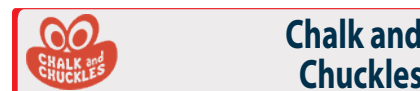
ers, ages 5+, - and **I SPY Snap** for 3-12 players, ages 5+, - and a version of Schnipp



Schnapp; for each game there are additional versions given.



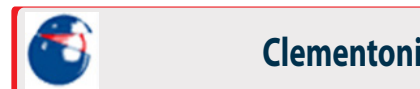
The game was marked with the name of the game that was shown there - **Tenzi** - a game of dice for 2-4 players, ages 7+, by Steve Mark; each player is given 10 dice of a color and all roll their dice simultaneously and as fast as they can to be first to achieve 10 dice showing the same value.



This is an Indian company exhibiting in NEC and offering a range of simple children games; for instance **Claim your Garden**; 2 players,



ages 6+, place pieces made out of play-dough on an 8x8 board to make up a garden.



Besides new releases in the E-Lektor Series and a new box of educational games, called **Mia and Me 20 in 1 Lernspiele**, there is a



new series called **Grips für Kids** featuring an interactive stick/pen in analogy to the ting or



toystick systems; one example for this series is **Disney Pixar Magischer Lernstift Planes**, for 1 player, ages 3-5.

In the range of family games there is new the **Ninja Turtles Spielesammlung** for 2 or more players, ages 6+; this collection of



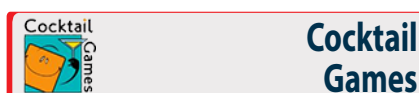
games offers 80 different games to play. Then there is **Joko gegen Klaas Das Duell um die Welt**, based on a TV Series, abilities of



all players are tested in analogy to the show, intended for players of ages 12+. **Das große Bundesliga Quiz** once again picks up the



topic of knowledge and information on soccer, intended for 2 or more players, ages 7+.



There are also new additions to the range of the small elegant square tins with the sophisticated little games - new in the range of Party Games there is **Visual Panik** for 2-6 players, ages 15+, a game of observation and spotting, in which you must find words or objects in the current color as fast as you can.

New in the range of educational game for children is **Sylladingo** for 2-6 players, ages



6+, in three different versions you are asked to form 700 words from 96 letters and syllables.

Ici Londres is one of the new releases in the range of strategy games, 3-6 players, ages 8+, need to get messages to the resistance without being caught by the enemy.

Thématik for 2-10 players, ages 8+, makes you look for words; five letters are on display



on the table and a topic is announced; all players look for words corresponding to the topic and starting with this letter.

Superlipopex plays as crazy as it sounds, 3-6 players, ages 9+, need to comply with requirements in this family game.

A long time in coming and finally there: **Kaleidos junior** for 2 or more players, ages



5+, on the swarm pictures you must spot items according to the chosen category or

the chosen letter.

A French edition is planned for Die Vergessene Stadt, called **Le Désert Interdit** by Matt Leacock for 2-5 players, ages 10+, who need to agree on a joint tactic in order to master the adventure in the desert.

The range of so-called **Slim Games** is expanded with **Perlimpinpin**, 2-5 players, ages 8+, want to wake up the chocolate princess, the lady bug princess and 10 of their friends and at the same time beware of knights, dragons and magic potions.

New in the range of **Collection Mystery Party** there will be **Meurtre sur le Nil**, for 8 players, ages 14+, the murder is among the tourists participating in a Nile cruise. **Le Mot le plus court** is again a game featuring words, this time for 2-8 players, ages 8+, the challenge is to find words that are long enough to score but not too long so as to be still valuable.

As a new re-edition the release of **Contrario** for 2-12 players, ages 14+, by Matthieu d'Epenoux, Roberto Fraga and Odet L'Homer has been announced; terms



from very different categories have been changed into a Contrario by the use of synonyms, antonyms and logically related words and must be recognized, for each term there are two clues on the card.



RevolviQa is coming from Hungary, a game on marbles placed in dents on a board; you place the „Turner“ on the board, which always includes six marbles, and turn it to relocate marbles; depending on the game



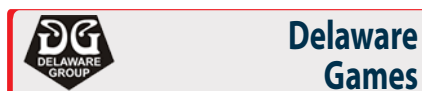
you can only place the turner on marbles of a certain color. The Red and Blue Editions each hold three different games with varying tasks for the marble positions.



New in the range of games for 2013 is **Gastropaket Familienglück**, a complete package in a box comprising card games, handicraft components and painting



materials as well as surprise bags, table sets and coasters, all based on targeted uses chosen from daily practice.



The Hong Kong based publisher showed games in several different languages, especially interesting due to country-specific features. **The Path** for 2-4 players, ages 6+, is a kind of Game of Life, in which you do



good, own property, acquire cars and houses and decide on a career.

Commodity for 2-5 players, ages 12+, is a game with an economics topic on buying



and selling commodities; the game features supply and demand, secret customers and closing of market reports. Both games are offered in the language combinations of Arabic/English, Turkish/German and Malay/English.

Global Unity for 2-12 players, ages 7+, exists in a multilingual edition, you need to play a card for a country, mark this country on the



map and be the first to form a row of five connected countries.



2013 there are a few additions to the range of games featuring Prinzessin Lillifee: **Prinzessin Lillifee Kartenspiel** for 2-4 players, ages 4+, comprises 36 playing cards which



you can use to play either a memo or Happy Families/Quartett or Schnipp-Schnapp or Old Maid/Schwarzer Peter.

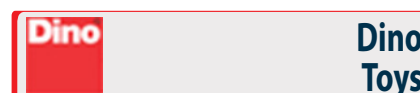
Prinzessin Lillifee Die Suche nach dem Bergkristall by Anja Dreier-Brückner is a „Take me along“ game for 2-4 players, ages 4+, they search, together with Lillifee, for a crystal guarded by a gnome.

In the range of games featuring Ritter Vincelot there is - in analogy to Lillifee - the **Ritter**



Vincelot Kartenspiel with different games to play for 2-4 players, ages 4+.

And featuring Capt'n Sharky there is a new dexterity game by the name of **Capt'n Sharky Auf und Davon**; 2-4 players, ages 5+, try to keep Sharky and his friends on the fin of the whale on which they want to travel south!



The Czech publisher offers a range of standard games featuring license topics, like, Memo, Lotto, Domino etc, but also three new children games:



Disney Pixar Finding Nemo Nemo for 2-6 players, ages 15+, by Lucie Kovaříková is a spotting game on Nemo and his friends, you must also pay attention to sharks and



other dangers.

Disney Pixar Finding Nemo: Swim & Play is a version of Pachisi on the topic, for 2-4 players, ages 3+, and **Minnie & Daisy** for 2-5 players, ages 5+, is a game on shopping, if you collect all goods first you win.

Drei Hasen in der Abendsonne

There are three new games - the first on is another Alex Randolph game and again a re-edition: **Ciao Ciao** for 2-4 players, ages 10+, is a movement game with dice, three



men must cross the swamp; a die determines the number of steps; you may cheat, the others can believe you or doubt; if you are caught cheating the corresponding marker goes out of the game.

Pelican Bay is a placement game by Jacques Zeimet for 2-4 players, ages 10+, each tile shows water, beach and jungle; you place two tiles per turn and try to com-



plete large areas and to mark them with pelicans.

Raben stapeln mit Schnabelgrün by Paul Kappler is a version of Rüsselbände, for 1 or more players, ages 3+, you stack ravens; the game is still in a prototype stage.

Drei Magier Spiele

Two magical novelties are entering the world of games in spring:

Die verzauberten Rumpelriesen is a cooperative spotting and dexterity game by Carlo Emanuele Lanzavacchia and Walter Obert, 2-4 players, ages 5+, need to entice sixteen little Wutzels, who are terrible afraid of the Rumpelriesen, from hiding with their wands. You cautiously move aside leaves and sleeping giants; when a leaf falls or a sleeping giant wobbles the sleeping spell

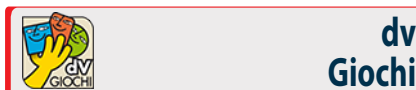


wanes and a new round starts.

Linus, der kleine Magier has enchanted some of his toys; in the magnetic game by Wolfgang Dirscherl for 2-4 players, ages 3+, the enchanted tiles leave the line; you can identify items with the help of Linus' foot,



when they stick to it you keep them together with the search card.



The Italian publisher, distributed by Abacus-spiele, showed again the new releases from Essen and announces in its catalogue Italian editions of **Anno Domini**, **Uppsala** and **Mondo** as well as **Las Vegas Party**, the Italian edition of Wits & Wagers Party by Domi-



nic Crapuchettes; each player writes down an answer to a question, the questions are sorted from big to small and then all bet on the correct answer or the one that is nearest to correct one.

Perpetual study Edu-Studio

Already attending Cannes in 2012, Edu-Studio has now brought the range shown there to Nuremberg. The label **Perpetual Study** marks games for digital media, board and card games as well as online games intended to support learning of foreign languages, all games are based on standard mechanisms and are designed by Cyril Travert.

Best Family for 2-6 players, ages 8+, uses a kind of Ludo mechanism with vocabulary cards; **Rebecca Bonbon Adventures** of-



fers topics for adolescents from shopping to fashion and music; for 2-4 players, ages 8+.

Perspectives is also intended for the quick learning of words, for 2 or more players, ages 8+, it offers 216 new words and you score points for knowledge.

This is supplemented by **KIT**, a card game on basic vocabulary and **Illustrated Cards** for free playing and learning.



The company from Singapore offers Praxis, an educational training program on han-



dling and administering money and to manage finances, from pocket money to household money or your bank account; and also **Prax!**, a board game on the topic.



At this booth in NEC I found something that is basically not again, but must be mentioned all the same: Mozart Block, an educational game/toy for music featuring melody



blocks whose height represents the pitch. 6 melodies and six natural noises are integrated, there are light effects and you can make your own music by rearranging and relocating blocks.



For the second time now there was a small information booth, the main bulk of current new releases is mentioned in its German version at Heidelberger; in addition there are announcements for:

Elder Sign: Unseen Forces by Kevin Wilson and Richard Launius for 1-8 players, ages 14+, is an expansion for Elder Sign,



the artifacts in the museum attract beings that manifest themselves in blessings and curses.

In **Gearworld: The Borderlands** 2-4 play-



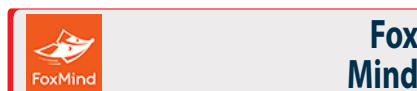
ers, ages 14+, negotiate, conquer and construct to attract favors of the Sky People; based on the game Borderlands by Bill Eberle, Jack Kittredge und Peter Olotka.

Masques is a card game for 2-4 players, ages 13+, by Charles Chevallier, Catherine Dumas and Pascal Pelemans; the Doge is giving a costume ball and players scheme and act for power, influence and the favors



of the guilds.

I have not listed here all the innumerable expansions for the range of LLCs, for Dust Tactic etc.



The Canadian publisher has - at least according to its current catalogue - again marked the program as new that was already shown in 2012. A new addition to this range is an English edition of Tempo Tempo by Thomas Liesching and Susanne Kum-

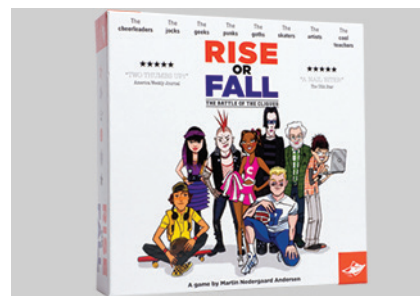


mer by the name of **Quick Quick**; 2-4 players, ages 4+, search in their animal cards in hand for an animal showing the pattern of the currently valid pattern card. The website mentions **Four in a Square** by Koby Ben-

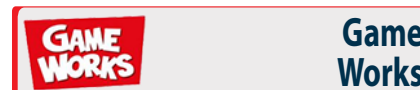


Aroush for 2 players, ages 7+; you place a marble and relocate a plate; the mechanism is similar to Pentago.

Another game named as new is **Rise or**



Fall, a party game for 3-8 players, ages 7+, by Martin Nedergaard Andersen; you represent one of eight factions and try to collect popularity points.



In the Swiss company of Sébastien Pouchon now games will be released that have been announced for quite some time. Pix



will now be published as **Pixelstücke**, for 4-9 players, by David Franck und Bruno Escoffier, you draw items with pixels, that is filled-in squares.

Crazy Circus by Dominique Ehrhard for



1-10 players, ages 8+, is the second new game in the program; it is an adaptation of Maniki, that was formerly published by Jumbo; using five orders one must rearrange animals in two stacks to achieve the formation of the template.



**Gary
Games**

In cooperation with Marabunta and distributed by Asmodee, **Ascension Unsterbliche Helden** by Robert Dougherty, John Fiorillo, Justin Gary and Brian M. Kibler is



published, for 1-23 players, ages 14+. Heroes from other sets in the series that have been deemed to be lost are returning, but only as an image of themselves in the guise of a soul stone for the current move.



**Gen
Four Two**

John Yianni is planning a new expansion for



his best-selling game **Hive**, the name probably will be **Pill Bug** and it is currently in a testing stage; the publication is planned for Essen 2013/4.



**Gerhards
Spiel und Design**

The spring novelty 2013 was on show as a prototype, it might be called Blocco or maybe Wir kötteln mal, or even given both names; but nothing's for sure and there is no picture either; the game by Wolfgang Urban is intended for 2-4 players, ages 6+, who move pieces according to dice rolls and leave black blockade pieces when vacating a spot; opposing pieces are jumped over and defeated.



**Getta1
Games**

Yet another new exhibitor with a mixed program, not all is new, but all is new at Nuremberg:

On occasion of the re-launch of Teenage Mutant Ninja Turtles there is the **Catapult Pizza Game**, you defeat your opponents by



hurling pizzas at them.

Ninja Reflex Kartenspiel is a spotting game; you turn up a card and must find and snatch the corresponding one from the display using small sucker cups.

In the **Foot Clan Street Fight Game** a path of manholes is laid out, if your turn ends on one you must go down; if you find your weapon and two pizza slices first you win.

Slapperoni Pizza Pile Up is a dice game on pizza discs, your dice result tells you if you need to stack pizzas, switch stacks or slap a stack. If you end up with most pizzas you win.

And then there is **Tic AtTack Toe**, a game that does not end when three in a row are made up, because you can play higher numbers on lower ones and win a score card for forming a row of three; you win with five score cards.

Aside from the turtles there is a series called **No Clowns**, featuring the **No Clowns** equivalent to the Ninja Reflex game - you snatch cards with sucker cups in five variants of the game - and the family **Don't Be a Clown** for 2-4 players, ages 8+, it attracts attention with its beautiful clown playing pieces - we should become clowns and receive costume parts, but clowns



hinder us to leave the tent, too. We also meet the sucking cup mechanism

in the **Horsing Around** series, which also features an **Old Mare** card game for 2-5 players, ages 6+, equivalent to the mechanisms in Old Maid = Schwarzer Peter. The range also offers educational games

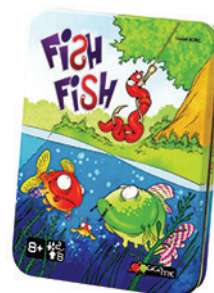


called **Shake Rattle And Roll**, each for 1-4 players, ages 6+; one features the topic of long and short vowels, the other digraphs, prefixes and suffixes. **Quick Chess**, is a game teaching chess, for 2 players, ages 6+.



GiGamic

The series of games in elegant beautiful tins with impressive cover designs is continued **Fish Fish** by Lionel Borg is a game on bait for 2-8 players, ages 8+, you bluff and bet and alternate in being either fisherman or fish.



In each round a fisherman casts five lines but only two of them will catch fish; fish score for not being caught, the fisherman for fish caught.

Katamino Duo is an adaptation of the Katamino game mechanism for 1 or 2



players, ages 3+; in the game for two you should be fastest to lay out the figure on demand; in a solo game you try to make up as many figures as you can.

Professor Tempus by Arno Steinwender and Wilfrid Lepuschitz is a card game about time for 2-5 players, ages 8+. The timers on the cards are valuable; you win with most



of them at the end of the game. All play cards simultaneously on three stacks, in ascending or descending order; if you place the last card on a stack you keep the stack.

Ovo by Rachel Foulon is a placement game for 2-4 players, ages 8+; your own eggs must first be taken into an opposing camp, for the way there symbols on top are visible; for the way back the eggs are turned over



so that the symbols are hidden, all players can move all eggs and you need to get your own eggs back to your own camp.

Four of the classic abstract placement games, all among the first ones Gigamic published and got famous for, are published in a travel edition, all intended for 2-4 players, ages 8+: **Quarto Pocket** by Blaise Muller - 2 players, ages 8+, should form a row of four pieces with one common characteristic, size, shape, marking or color; **Quixo Pocket** by Thierry Chapeau - on your own or in a team of two you must arrange



your five symbols in a row by relocating them. **Quoridor Pocket** by Mirko Marchesi - you must take your own pieces to the



other side of the board and circumvent the barriers placed by your opponents. **Pylos Pocket** by David G. Royffe - 2 players, ages 8+, want to be the winner by placing the



last marble on top of the pyramid, of course a marble of your own color! The cheerful and colorful children game



Splash Attack on quick reactions to catch fish and piranhas, by Thierry Chapeau for 2-4 players, ages 5+, has been repacked in a box of new design.



Giochi Uniti

As already done so in Essen, **Dungeon Venture** by Mario Barbati for 2-5 players, ages 10+, is presented in cooperation with One Games. Dungeon Venture is an adaptation of Venture, a fantasy tabletop that is deliv-



ered in the guise of a PDF file and must be printed and self-assembled.



Gmeiner Verlag

Distributed by Hutter Trade, the publisher specializing in elegant games with a crime topic releases the sixth game of the series: **Millionenraub**. The most famous picture



in an exhibition disappears and 2-4 players, ages 12+, search for the thief in this game by Inka and Markus Brand by interrogating museum visitors.



Goliath

Three new releases in the games range are shown, all are a preview on the autumn program:

Karlo Karottenschreck is an action game for 2-4 players, ages 4+, Karlo is sitting in his burrow; the lucky wheel shows the player if he can steal carrots or loses carrots. When you frighten Karlo Karottenschreck he does a huge jump into the air. If you manage to



catch him you may steal a carrot from each player and carrots of all players are counted. **Glubschie Glibber** is part of the range of nasty, icky or revolting games; the Glubschie Glibber monster has gobbled up half of the



inventory in your room and is now sleeping it off; if you are courageous enough you can stick your hand into his throat and try to get items back out.

Triominos Tri-Balance is a new edition of the Theta game designed by Michael Sohre; 2-4 players, ages 6+, must distribute



the playing pieces of different weight on a board in a way that ensures the balance of the board. When you make the board touch the table you lose your turn and do not score in this round.

Goliath also offers family games with apps: **Captain Jack'Pott** - 2-4 players, ages 7+,



want to transport the treasure chest to the life raft; the app provides hints and tips from Captain Jack'Pott for all players or from the parrot for the active player only.

Spin it! features the well known Spin-the-Bottle mechanism, the telephone with the app is placed into the bottle and you do

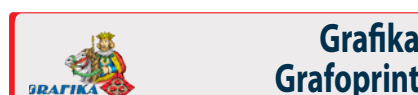


what the app demands - tell the truth or complete a task.

Traumtelefon for 2-4 players, ages 7+, uses the app to provide the clues for players to



find the prince of their dreams.



The company is a Croatian producer of playing cards, but also produces gift items, paper merchandise and also games. New in their range are items featuring **Rebecca Bonbon**, a character created by the de-



signer of Hello Kitty. Rebecca Bonbon is a French Bull-Dog living in New York, fashionable and crazy for bonbons.

There are three games featuring this character: First a **Memo**, second **Tutoring** - an educational game with tasks in geometry,

letters, drawing and mathematics - and finally **Rebecca Bonbon Goes Shopping**, a movement game in which you must collect all kinds merchandise cards to win.

GRANNA

Granna

The booth was dominated by Rancho, the sequel game to Super Farmer, which was already published at Essen 2012, and by the game of **Super Farmer** itself, which is now re-published in a new edition in a design



similar to Rancho, for 2-6 players, ages 6+, von Karol Borsuk.

Monster Chase (Potwory do Szafy) is a small cooperative card game, 1-5 players of ages 3 to 7 must cooperate to remember their toys which help to send the monsters back into the cupboard.

Hej, that's my Fish (Hah, To moja Ryba!) is the Polish edition of Packeis am Pol / Pin-



guine by Günter Cornett and Alvydas Jake-liunas; 2-4 players, ages 8+, collect as many fish from the ice floes as they can with their penguins. **Mr. House** is a design by Adam Kałuża and part of the new series Granna Expert, 2-5 players, ages 10+, build their dream home in two version of the game.

HABA

Haba

Cheerful, colorful, of high quality and of overwhelming variety - this is how the new releases from Haba present themselves in the Jubilee year of 75 Years of Haba, again and as usual packed mostly in the familiar yellow boxes.

Intended for the very young, our toddlers, the series **Meine ersten Spiele** is continued with two games:



1,2 Hüpferei is intended for 2 players, ages 2+, who accompany the frogs on their journey to the pond; the big die gives them one or two steps; there is much to discover in the attractive 3D set-up and the game also offers a version for older children.

Teddys Farben & Formen by Christiane

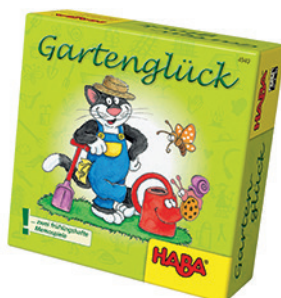


Hüpper for 1-4 players, ages 2+, intensifies the knowledge of shapes and colors with two cooperative rules games as well as motor skills and recognition of details.

The huge range of Take-me-along games starts with the range of **supermini Mitbringspiele**, packed in colored boxes and



called **Geschenkzwerg**:



Eier im Anflug for 2-5 players, ages 4+, is a competition among bunnies on the snipping of Easter Eggs.

Gartenglück for 2-4 players, ages 4+, packs two different memo games into the tiny box, you must remember where the friends are hiding to receive clover leaves.

Hipp Hipp Hurra! for 2-4 players of ages 3-8 is a memo game on the topic of birth-



days, you try to assemble most guests at the table.

Ritter Drachenfix is a reaction game for 2-4 players, ages 5+; if you are quick you find



the necessary knight symbols in order to outmaneuver the cheeky dragon.

In the range of **Mitbringspiele mini** there are two new games:

Kleine Gespensterfreunde by Jocelyne Ménager-Berthier for 2-4 players, ages 3 to



8, is a memo game on ghosts and fireflies; because of the mean and nasty cats ghosts can only enter the castle in pairs to attend the Midnight Party; when a pair manages to enter a firefly lights up.

Verhexte Fabelwesen by Wolfgang Dirscherl takes 2-4 players, ages 5+, as Magician apprentices into the fortress of Magician Fidibus, but only if they manage to find the path across the wood and among



the magical fabled beings. You need to assemble as many of those fabled beings and if possible those featuring the apprentice of your color.

In the series of **Mitbringspiele S** the novelty is called **Borscht! Fuchs!**, for 2-4 players, ages 5+, by Christian and Thilo Hutzler;



bunnies each take a tasty carrot to the pick nick, but suddenly the fox jump out of the bushes and the bunnies must flee. Who can best assess the risk and be first to take four bunnies to safety with their carrots?

The series **Mitbringspiele M** is supplemented with two titles:

Eiertanz by Roberto Fraga is a dexterity game with dice, determining for 2-4 players,



ages 5+, what has to be done while holding one of the rubber eggs: clamp it somewhere on your body or run around the table



or ...) If you hold most eggs at most incredible parts of your body you win.

Furchtlose Flieger by Gerhard Piskowy for 2-4 players, ages 6+, is a dice game on gold coins which are washed ashore from a sunken ship; Pilot Pit is looking for co-pilots accompanying him on the daring flight into the most notorious Bermuda quadrangle. The series of educational games, **LernSpiel-Spaß**, is expanded with **Lappen schnappen**, a touch-and-feel game by Kirsten Hiese; 1-4 players of ages 3-12 must feed



the correct pieces of cloth to the Rag Monster, which must be found by touching and drawn from the bag.

The first new release in the range of family games is called **Bennis bunte Blumen**, designed by Thomas Daum and Violetta



Leitner; 2-4 players of ages 4-8 must plant the most beautiful garden with Benni Hörnchen. To achieve this you must sow seeds into pots of the corresponding color, the symbol die regulates sunshine, rain or watering; plants grow and flower and evolve on the board, put together from individual parts.

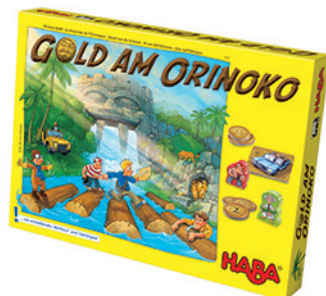
Sherlock Kids by Reiner Knizia is a detec-



tive game; in the Museum of Arts paintings are disappearing and only an envelope

holding a picture puzzle is left behind: 3-6 players, ages 5+, must use puzzle questions and answer questions on the paintings correctly in order to catch the thief.

Gold am Orinoko by Bernhard Weber offers an adventure on a river to 2-4 players,



ages 7+, featuring a huge game board; gold has been found in the ruins deep in the jungle but to salvage it you must reach the opposite bank of the river by dexterously using the drifting logs.

And finally, the additions to the range of card games, there are five new games:

Aufbruch ins Abenteuer for 2-4 players,



ages 6+, provides a tactical memo plane race; **Biberbau & Co.** for 2-4 players, ages



4+, is a card game on risky constructions, by Michael Schacht, and **Eiertanz** a reaction



game for 2-4 players, ages 6+, on wobbly eggs. **Hokuspokus Krötenfuß** is again intended for 2-4 players, ages 5+, who once



again go collecting in a magical environment. Last but not least, **Klong! Boing! Autsch!** for 2-4 players, ages 5+, you can burrow and collect in a frenzy.

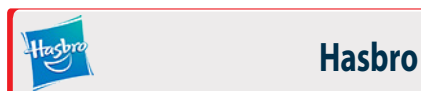


Hans im Glück

From Renaissance Italy into medieval Flanders, to **Brügge** - a burgeoning merchant city - this is where Stefan Feld takes us in his



newest creation; 2-4 players, ages 10+, can very quickly advance from beggar to millionaire; more than 160 characters displaying their individual abilities can help you with this; but if you cannot pay you cannot advance; and after payment you act - demand money, build, pick up goods, limit damage.



Hasbro

As usual, Hasbro offers a wide and well-varied program, and again as usual with many of them the final design and packaging is not yet done and so we have only images of English editions.

A clear emphasis this year is put on **App- and Facebook-Games**; games that are based on successful games from the Internet, but do not feature digital elements themselves, but come with a code to unlock bonus material in the online versions of the games.

The range announced comprises eight such games:

Bejeweled is intended for 2-4 players, ages 8+, and features the topic of row formation;



you switch positions of jewels on the board in order to achieve a minimum of three identical jewels in a row.

CityVille Monopoly for 2-4 players, ages 8+, adapts the mechanism of city construc-



tion in CityVille, if you are first to build four sky scrapers, you win.

Disney Wo ist mein Wasser is meant for 1-2 players, ages 5+; you must take water to Swampy and must circumvent obstacles;



the playing cards show you which parts you can use in the current round.

Draw something is a game of guessing and drawing for 2 players, ages 8+; correctly guessed terms earn a reward of coins. In



Draw something Party you draw with your finger on a corresponding erasable surface and the time is running for both artist and guessers.

In **FarmVille Das tierische Wettfuttern**, for 2-4 players, ages 4+, gobbling is the order of the day, when you swallow most marbles



with your animal you win; this is an adaptation of Hippo Flipp.

Words with friends Classic is a word placement game for all the family; 2-4 players, ages 13+, can score points with words;



word checking and the scoring sheet can be digitally unlocked. **Words with Friends Unterwegs** is the travel version of the game for 2-4 players, ages 13+.

Into this category also comes the Angry Birds Star Wars License, new in this range is **Angry Birds Star Wars Millennium Falcon Bounce Spiel**; 1-2 players, ages 8+, let their balls bounce into the Falcon; if you hit target discs or maybe even exactly the hole in the middle you score points.

Otherwise, the user groups designated last

year remain in place:

New in the **Preschool Gaming** segment are:

Kroko Fußball for 1 or more players, ages 3+; this is an adaptation of Kroko Doc, you aim the Ball Plopper on Krokos teeth; when you hit them Kroko flies the White Flag!

Popo der Affe expands the series of Elefun & Freunde, the funny little monkey races around the room and wobbles his bottom; 2 players, ages 3+, need to throw their col-



ored rings over his tail.

Magic Jinn can read thoughts of players of ages 6+ on animals or food or drinks; Magic Jinn asks questions, players answer with yes or no or I don't know; if you manage to out-



smart Magic Jinn you win the round.

In the range of **Girls Gaming** there are only new Twister games:

Twister Rave Ringz are rings for your fingers, which change color when you snip, clap or use other hand movements; 1-2 players, ages 8+, must master several color



levels with rising degrees of difficulty.

Twister Rave Hoopz for 1-2 players, ages 8+, are colored luminescent rings which are turned on your arms in analogy to Hula Hoops, different color levels and ascending levels of difficulty!



Twister Rave skip-it is only intended for 1 player, ages 6+, you step into the loop and whirl the ribbon around your ankle to play a kind of hop-and-skip with the luminescent ribbon, with ascending difficulty of the color levels.



The segment of **Teen Gaming** is offering most new releases:

First of all **Jenga Classic**, the dexterity game for 1 or more players, ages 6+, it has been given a new package design.

Jenga Tetris, again for 1 or more players, ages 6+, combines the mechanism of Jenga with the shape of pieces from Tetris for an



even wobblier game.

Jenga Boom puts even more pressure on 1 or more players, ages 6+, when stacking blocks, because now you stack them on a ticking bomb; when time runs out the tow-



er explodes.

Bop it! Tetris combines the game mecha-



nism of Tetris with the mechanism of Bop it!, for 1 or more players, ages 8+, and offers more than 100 Light Puzzles in a solo mode or in a multi-player mode.

For the range of **family gaming** there is



new **Monopoly Millionär Deal**, the card game in an expensive look, intended for 2-5 players, ages 8+.

Still with a provisional name, either **Monopoly Mogul** or **Monopoly Imperium**, a new edition of Monopoly is announced for 2-4



players, ages 8+– You do not buy building lots but the best brands known world-wide; the ownership of all players is marked on a tower in the middle of the board; if you are first to reach the top of the tower you win



the game.

For **Spiel des Lebens Walk of Fame**, too, the title is not yet final; the new edition of the game classic for 2-4 players, ages 8+, comes, regardless of its name, in a golden glamour design and you have a career as a



super star, spend money and enlarge your fan community.

Also announced is a new edition of **Tabu** in a new design, which combines the best definition from earlier editions with new ones and shows the new Hasbro Gaming logo on its box.



**HCM
Kienzle**

Movie Trailer by Pierluca Zizzi and Andrea Chiarvesio is a party game for 3-8 players, ages 14+; players alternate to be director



who chooses a film title which must be guessed by the other players who can ask for hints and the director chooses one of the hint cards which he thinks fits the title best.



Again an extremely varied range is offered, which again also contains titles already announced at Essen.

As usual, I start with German language editions of Fantasy Flight Games titles, in case of expansions for games I only list the titles:

Der Herr der Ringe Erben von Numenor
Der Herr der Ringe Der kleine Hobbit 2



Der Herr der Ringe Gegen den Schatten



Die Furcht des Truchsess
Der Herr der Ringe Gegen den Schatten
Der Druadan-Wald
Der Herr der Ringe Gegen den Schatten
Begegnung am Amon Din
Game of Thrones Der Eiserne Thron Die Herren des Winters
Game of Thrones Der Eiserne Thron Die Königin der Drachen
Game of Thrones Der Eiserne Thron Die



Löwen des Felsens
Game of Thrones Der Eiserne Thron Lied des Meeres Im Bann des Kraken
Game of Thrones Der Eiserne Thron Lied des Meeres Die große Flotte
Game of Thrones Der Eiserne Thron Lied



des Meeres Die Piraten von Lys
Game of Thrones Der Eiserne Thron Lied des Meeres Wendepunkt der Gezeiten
Game of Thrones Der Eiserne Thron Gekreuzte Klingen Krieg der 5 Könige
Game of Thrones Der Eiserne Thron



Gekreuzte Klingen Erzfeinde
Game of Thrones Der Eiserne Thron Gekreuzte Klingen Geheiligte Treue
Game of Thrones Der Eiserne Thron Gekreuzte Klingen Epische Schlachten
Game of Thrones Der Eiserne Thron Gekreuzte Klingen Schlacht an der Rubinfort
Game of Thrones Der Eiserne Thron Gekreuzte Klingen Zu den Bannern
Warhammer Invasion Endloser Krieg Kampf um die Alte Welt
Warhammer Invasion Endloser Krieg Der



Ruhm vergangener Zeiten
Warhammer Invasion Endloser Krieg Die Horde des Ruins

Android Netrunner is the latest Living Card Game at FFG, it is a design by Richard Garfield and is based on the Trading Card Game of the same name, for 2 players, ages 13+; the German edition is announced for 2013. As expansion packs, which are called Data Packs in this game, the first cycle is published, it is called **Genesis-Zyklus**.



For **Descent 2.Edition** the expansion **Die Höhle des Lindwurms** will be released; 2-5



players, ages 14+, can find Secret Chambers in this quest expansions and follow



up on mysterious rumors; the Overlord is equipped with new cards and acquires a new ally, Valyndra, Queen of Wyrm.

Game of Thrones HBO Edition is another edition for Game of Thrones, for 2 players, ages 14+, by Eric M. Lang, Christian T. Petersen and Nate French; based on the



HBO series, with rules from the Game of Thrones LCG which have been streamlined and somewhat simplified.

Hey, danke für den Fisch! is the German edition of Hey, that's my Fish at FFG and a new edition of Pingvinas / Packeis am Pol / Pinguin deluxe by Günter Cornett and Alvy-



das Jakeliunas; it is a placement and collecting game on catching fish by moving across ice floes which get fewer and fewer in each turn.

Relic by John Goodenough for 2-4 players, ages 13+, is a game set in the framework of the Warhammer 40.000 Universe and based on the game mechanics of Talisman; players



embody one of the powers in the Antian Sector and must protect it from calamities. Victories over enemies and completed missions earn you rewards, experience and with it enhanced chances against the evil beyond the warp rift.

Runewars Kampf um Terrinoth is given a new editions, and **Runewars Banner des Krieges** is an expansion for it, for 2-4 players, ages 13+, by Corey Konieczka and introduces new types of units - two per



faction - and new development cards for existing units.

Star Wars Das Kartenspiel is a Living Card Game by Nate French and Corey Konieczka for 2 players, ages 10+, based on the film featuring characters and topic from the films. Each of the factions has to complete a mission in order to win the game - the Empire must finish and deploy the Death Star, the rebels have three secret mission goals. The first cycle of expansion packs,



called Macht-Schub for this game, is the **Hoth-Zyklus**.

Star Wars Am Rande der Finsternis is the first deluxe expansion featuring introductory decks for Smuggler/Spies and



Scum/Villainy.

Star Wars X-Wing Miniaturen-Spiel, the



simulation of space battles from Star Wars in a miniature game for 2 players, ages 4+, by Jason Little, is expanded with **Star Wars X-Wing Welle 2**, featuring four new



miniatures.

Talisman Der Blutmond is announced, an expansion for Talisman again designed by John Goodenough and, again as usual, for 2-6 players, but this time of ages 14, featuring new cards, spells, a time map, alternate game end cards and a new



creature Werewolf.

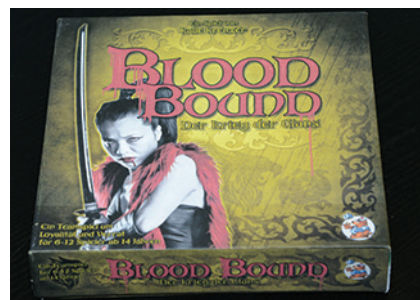
Yet another expansion for Talisman will be **Talisman Die Stadt**, the German edition of Talisman The City, for 2-6 players, ages 14+, designed John Goodenough, featuring a new region to add to a corner of the board, city-topic adventure cards, six new characters and lots more.

The German edition of **Wiz War** by Tom Jolly and Kevin Wilson for 2-4 players, ages 14+, is announced for release in autumn.

In-House productions and co-productions with other publishers:



Bloodbound is a deduction game by Kalle Kenzer, in which 6-13 players embody a member of a clan or a member of the inquisition and in which you try to get at the Eldest of the opposing clan.



Bongo for 2-5 players, ages 8+, by Bruno Faidutti, is the re-edition of the dice safari game, in which you must take a close look at the dice and be first to call out the name of the correct animal; professional hunters also use the red poacher die.

Crime & Mystery Modern Investigation and **Crime & Mystery Lost Bakerstreet Files** are expansions for Crime & Mystery Bakerstreet Files, both by Johannes Krenner and intended 3-6 players, ages 12+, the new cases can be combined with the core game.



Der Heidelbär Wald und Wiesen Edition and **Der Heidelbär Wilde Wasser** are ex-



pansions for the game of associations by Frank Stark; 3-6 players, ages 10+, must find pr paraphrase definitions in which animals like REH or KUH or WAL are hiding.

Der kleine Prinz - Mein Zuhause ist zu klein by Antoine Bauza and Bruno Cathala is a coproduction with Ludonaute; 2-5 players, ages 8+, construct their own planet and in each turn choose a tile from a display; the starting player chooses first and chooses the next player who can choose, this one then selects the next player, and so on.

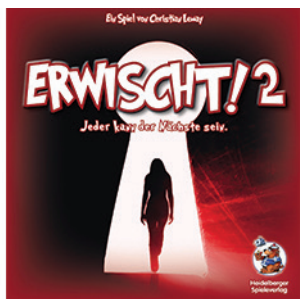


pansions for the game of associations by Frank Stark; 3-6 players, ages 10+, must find pr paraphrase definitions in which animals like REH or KUH or WAL are hiding.

Das kleine Bankett, in cooperation



Erwischt 2 by Christian Lemay for 4-60 players, ages 10+, is the sequel game to Erwischt; again you try - unnoticed by the others present in the room - to complete your task and to announce the completion 30 seconds later; if you think you caught someone completing his task and are



correct the other player does not score for this task.

Erwischt Vermischt by Michael Palm and Lukas Zach for 4-60 players, ages 10+, - this time you need to sport a tick, for instance clapping when someone else does something specific, for instance laughing. You try to make your tick appear normal

and to discover those of other players.

Zu **Flashpoint Fire Rescue** by Kevin Lanzing two expansions have been announced; no more details are known yet, but again 1-6 players, ages 10+, must save people from dangers in fires.

Geile Idee is the German edition of A Big Idea, published by FunForge, and is a design by James Ernest, a party game on storytelling for 3-6 players, and in turn a new edition of the game originally published by Cheap-ass Games.

Innovation by Carl Chudyk, released by Asmadi and Iello, turns 2-4 players, ages 14+, into leaders of a civilization which they must lead from the Stone Age into the



Digital Age, for which you need ingenious inventions, groundbreaking ideas, tactic and readiness to take risks.

Maus & Mystik by Jerry Hawthorne for 1-4 players, ages 10+, is published in cooperation with Plaid Hat Games; players are



with Gameheads, is a design by Michael Nietzer and Oliver Wolf: 8-20 players, ages 6+, embody children from several

loyal followers of King Andran in the fight against his evil wife, Witch Vanestra; they have transformed themselves into mice and must work together in this cooperative adventure game in order to save the kingdom. **Mysterien der Templer** is released as a coproduction with Giochi Uniti; this is a resources management game for 2-4 players,



ages 12+, designed by Silvio Negri-Clementi, topic of the game is the history of the Order of the Templars.

Oh Sultan by Alex Weldon belongs into the genre of werewolf games; it is a deduction game for 5-15 players, ages 12+, in which the factions of Sultan and Assassins con-



front each other, you score for completed tasks in five rounds.

Olympus by Andrea Chiarvesio and Luca Iennaco takes 3-5 players back into ancient city states, where you look after population growth, cultural development as well as war



and construction of buildings and temples, because only with the help of the gods will you achieve dominance on Peloponnese.

Spartacus: Blut und Verrat by Aaron Dill, John Kovalesski and Sean Sweigart. 3-4 players, ages 17+, are heads of a family



in Capua and struggle for influence and favors from Rome. You combine political maneuvers with glorious combat in the arena; the gladiators in turn vie with each other for personal fame and influence on their masters.

Titten Ärsche Sonnenschein by Walter Schranz is a placement game for 2-5 play-



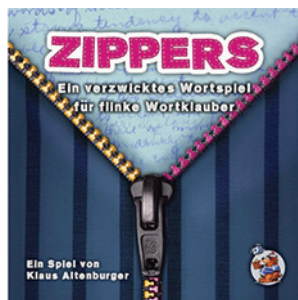
ers, ages 8+; at the beach the rivalry is going on for deck chairs, sun umbrellas and other touristic implements.

Zippers by Klaus Altenburger is a game on words and with words; 1-6 players, ages 10+, are tasked with finding terms that are hidden in text passages interlocking like a zipper.

Heidelberger is representing:
Albe Pavo



Alea
Arcane Wonders
Ares
Argentum
Cranio Creations



Cwali
Czech Games
Edizione Lo Scarabeo
Emma Games
Fantasy Flight Games
Feder & Schwert

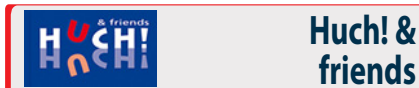
Ferti
Flying Frog
FunForge
GameHeads
GemKlub
Ghenos
GiftTrap
Granna
Hall Games
Iello
Igramoon
Indie Boards & Cards
Jactalea
Krokospiel
Kuznia Gier
Ludonaute
Le Scorpion Masque
Mesaboardgames
nsv Nürnberger Spielkarten Verlag
Pearl Games
Placentia Games
PD Verlag
Post Scriptum
Scribabs



The newcomer from Poland offers the games from Atomix Mix in the series **il était**



une fois, designed by Sébastien Dubois, now in Polish and English versions by the name of **Once upon a time ... Man** is announced as a new release, as usual featuring questions and answers on the topic in four levels of difficulty, for 2-4 players, ages 6+.



The publisher from Günzburg is more and more turning into one of the big players in the games community; in 2013, too, there is a breathtaking, interesting and varied program. The range of the company is sorted into six segments - children games, Wooden Line, Educational & Logic including logicus, Family & Communication, Strategy and Life Style; some of the games are not yet showing the final graphics.

The new games in the segment of children games is headed by a real eye-catcher: **Im großen Zauberwald** is a spotting and dexterity game by Carlo A. Rossi featuring



an impressive 3D board; among the trees the ingredients are hidden which must be collected by 2-4 players, ages 5+, assisted by number tiles and the magic rake.

With **Joylings** for 2-4 players, ages 6+, Aima Rendtorff Jasper is targeting horse lovers, especially girls; the game offers two versions



depending on age groups. In Cross Country players, ages 7+, ride across country and collect price chips by comparing card values; in Birthday Party players are on their way to a birthday celebration for Lucky



the oldest horse and collect tournament ribbons on action spots.

Miau! by Kai Haferkamp is a dice game for 2-4 players, ages 5+, who must wait until the cat is finally asleep so that they can fill their pantries. A die determines which tidbit all are searching for, the second die shows Cat Kora either asleep or awake; this tells you if you can collect and move to the mouse hole or must slap the mouse hole in order to avoid being caught by Kora.

In the new **Wooden Line** you can find simple four-part puzzles, and **Maxi-Puzzles** with topics of **Stadt, Bauernhof, Safari** or **Natur**.



Playbooks are picture books made from wood, for instance **Suki**, in which a snail fastened to a ribbon is placed into the



pages to complete the picture.

Story Puzzles Sunflower, My Home or **Fabio** tell a story how a house is built or how a sunflower grows in the garden, you



place puzzle parts next to each other or on top of each other.

This brings us to the segment of **Lernen & Logik**; the series **logicus** is expanded with several titles:

Mango Tango by Inon Kohn lets 1 or more players, ages 6+, balance Toucans, where



must you place new arrivals so that all is still in balance?

In a somewhat smaller box two new games for the logicus series are appearing, both for 1 or more players, ages 7+:

Gecko wants to get back to his cave in this game by Lauge Luchau, he crosses hot spots and cool shadows; he cannot overshoot his target and cannot interrupt his journey in-



between.

Link it by Woosuk Kang demands that you connect start and finish spots with an uninterrupted path.



Really nice to put in your pocket for travelling is **Cosmo**, the last new game in the logicus series, intended for 1 or more players, ages 8+; a ball features colored lenses in holes; one hole is empty and the lenses must be shifted into holes of the same color.



At the head of the line of new games in the **Familien- und Kommunikations- Bereich** you find **Ka-Boom**, that's the name of the game at the booth, Power Tower in the catalogue, but in any case a dexterity game



for 2-5 players, ages 6+, by Florence and Roberto Fraga; the builder tries to set up ever higher towers, the others with their catapults try their best to overthrow them, but take care, missiles are limited. Comedian **Kaya Yanar** is given his own game by Michael Feldkötter for 2-5 players, ages 12+; we embark on a journey across



Germany, accompanied by characters from Kaya's show program.

The absolute highlight of this segment is **Feuer & Flamme**, a dexterity game by Manfred Reindl and Stefan Dorra, which has been realized in a cooperation with Star Chef Johann Lafer; 2-5 players, ages 5+, try to arrange their grill specialties on the grid



without toppling them off.

Mauna Kea by Touko Tahkokallio, for 2-5 players, ages 10+, has been announced; the volcano is erupting and you must succeed in taking as many island inhabitants to safety together with your own rescuers. Two successful games from the program published earlier are released again with



changed graphics:

Ausgerechnet Buxtehude by Bernhard Lach and Uwe Rapp is not only given a new design, but 2-6 players, ages 10+, can now look for new cities, too.



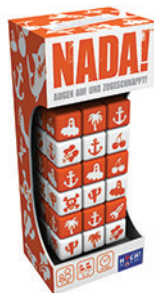
Graffiti, the drawing and guessing game by Jacques Zeimet for 3-7 players, ages 12+, has been given a new box and a new



design, too.

The final games for this product segment are two fun games:

Nada! is a dice game by Kristian Amundsen Østby for 2-6 players, ages 7+; all dice are rolled; if you are first to find identical symbols on dice of both colors, you grab those



dice or call out Nada in case there are no common symbols on dice of both colors.

Voodoo Mania by Martin Nedergaard

Andersen for 2-6 players, ages 7+, is a fast card game on reactions; you brew Voodoo Mania potions from five ingredients in five colors; one card is turned up showing four



ingredients in four colors; one combination is missing and you quickly check both sides of your cards for the missing combination. In the range of games from the strategy genre there is one novelty: **Ignis** by Dominique Breton for 2 players, ages 8+; it features the topic of the fight between fire and water for dominance; in each round you slide one piece into the board to drive off another one.



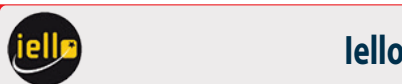
New in the Lifestyle range there is a continuation of the „Welt ...“ range with **Welt des Gartens** for 2-5 players, ages 14+, featuring 220 questions of lowers, plants, garden implements and much more, from flower pots to a rural garden.

Das Weinquiz for 2-5 players, ages 18+, uses the mechanisms from „Welt der ...“



games for the special topic of Wine, for connoisseurs as well as those aspiring to this status.

And in the series Wissen-to-go, the small quiz games to put in your pocket there is new **Das kleine Liebesquiz**, for 1 player, ages 16+.



The French company had three new releases to show:

Ghoooost! by Richard Garfield for 2-8 players, ages 8+, is a fast card game in which



you want to get rid of your ghosts; special abilities of ghosts interfere, when you play pairs you have another turn and you must always play a card, even if you then must take all cards from the middle!

Titanium Wars by Frédéric Guerard is a card game with a SciFi topic for 3-4

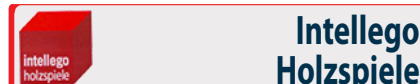


players, ages 12+; you earn money by constructing buildings, expanding your fleet and upgrading space ships in order to acquire control over those planets with rich titanium deposits.

Whizz Bing Bang is a fast, crazy party game by Antoine Riot for 3-6 players, ages 8+; the top card is read out and then the next one



turned up; the card read out determines the direction of play and the next player who must react correctly to the newly revealed card; when someone makes a mistake you must be fast to hand him the correct marker.



There are two new releases in 2013:

Catch by Reiner Knizia is designed for two players, ages 8+, one player places vertical barriers, the other one horizontal ones; both try to close in areas and to mark them with



their own pieces.

Säulen der Macht by Christwart Conrad is intended for 2-4 players, ages 7+, who want to set up as many columns as high as possible; for this you need discs that you must



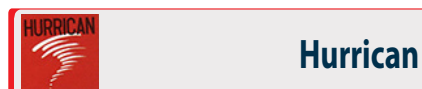
fetch; columns set up you mark with your pieces and use them as starting point for jumps.



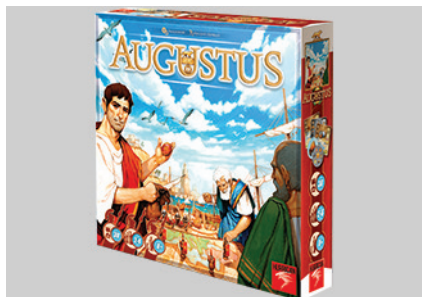
Jactalea

Having joined Heidelberger for a distribution partner, Jactalea announces two new games for 2013:

Peloponnes by Bernd Eisenstein, the French edition for 1-5 players, ages 10+, and **Full Moon** by Claude Leroy for 2 play-



Represented by Asmodee, Hurrican is showing **Augustus** by Paolo Mori: 2-6 players, ages 8+, are representatives of Emperor Augustus in Roman provinces



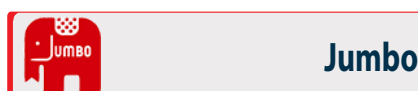
and want to develop and expand them politically and economically in order to achieve the position of Consul, using target cards with legions for bonuses and new target cards.



The distribution company represents publishers A.V., Chelona, Cocktail Games, Family Games, Gmeiner Verlag, IQ-Spiele, Oberschwäbische Magnetspiele, Megableu, Purrfect, Puzzlemat, Sirius, The Game Master, and The Creativity Hub. New games are listed with those companies.



ers, ages 8+; wolves must be assembled in order to howl at the moon; if you are first to arrange your wolves in a column you win the game.



The biggest portion of the range of new releases as again provided by think and logic puzzles published under license from the Belgium company Smart:

Angry Birds Playground is brand new, you arrange pigs, birds and blocks in two



games; **Under Construction** for 1 players, ages 7+, - all birds must cover all pigs and may not end up in a cage, though - and **On Top** for 1 players, ages 5+, - the fortress must be set up.

Aqua Belle sends 1 player, ages 6+, on a diving expedition; monster fish must be enclosed into air bubbles in a way that all other fish can swim unhindered in the water.

Arche Noah Reise is the magnetic travel version of the placement game for 1 player, ages 5+; the missing animals must be placed in a way that identical animals touch each other.

In **Billy & Betty Bauen** for 1 player, ages 5+, you must set up a house without gaps according to the task provided by one of the 60 puzzles; Billy & Betty must always be on top to control everything so you must always reposition them before adding a new level.

Bendit offers 60 different puzzles for 1 player, ages 7+; in each task you must form a pre-set pattern using six bi-colored marble chains.

Die Tempel-Falle contains only 48 tasks, in which 1 player, ages 7+, must construct



a path across the temple by moving walls and steps.

In the series IQ there is a new game, **IQ**



Link for 1 players, ages 8+; all parts must be placed on the board, but there are only 24 spots for 36 parts, so rings and marbles



sometimes must occupy the same space. For the version of Stadt-Land-Fluss called **PimPamPet** there are two new releases: **PimPamPet Revanche** for 2-10 players, ages 8+, features an electronic timer; there are 72 topics in the game, one is drawn and



in turn each player names a correct term using a yet unused starting letter and then taking out the letter on the carousel.

In **PimPamPet Junior** for 2-4 players, ages 4+, the game unit names a letter and players hit a card showing a corresponding term



with their hammer.

New in the range of products related to Rubik's Cube there is new **Rubik's Snake**, 1 player, ages 8+, must twist 24 three-sided prisms in a way that the shapes on demand are formed. **Rubik's 2x2** is Rubik's Cube's lit-



tle brother, again for 1 player, ages 8+; again the colored squares must be re-arranged by twisting and turning so that each side of the cube shows only one color.

Highlights of the program this year were the **appCards** games; you download an app for the games and can only play the respective card game using the app:

Colour Slam for 2-4 players, ages 8+ - you should be first to spot the card which cor-



responds to the picture shown on the app when the music stops.

Sound Bingo - The app provides a sound and an animation of an animal or an item which now must be combined with one of the cards.

In **PimPamPet** the app poses questions and determines the speed of play; you score for as many answers as possible within the given time limit.

Also displayed at the booth were non-German game titles, for instance **Mens erger je niet Junior** featuring animal pictures on the spots; you move to the next free spot

with the animal rolled; or **Toren van Kaas**, a stacking game featuring mice and cheese discs, in the tradition of Villa Paletti or Turm



von Pisa.

Not on show at the boot but announced in the press kit and also by press release is the



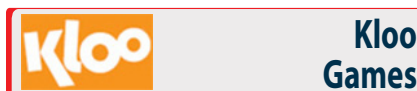
party game **Fifty Shades of Grey** based on the novels, under license from Imagination Games; 3-8 players, ages 18+, first have to sign a binding secrecy agreement and then questions are asked and answered; if you



achieve correlations you are rewarded with chips.



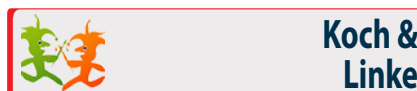
A company from Israel showed colorful entertainment for children from coloring books to labyrinth tracing, plus a few small card games for children, **Shapes and Colors**, **Kulululu**, **Igalapa-Go**, **Gloup**, **Garbage** und **Shashawah**, all featuring standard mechanisms.



Learning languages made easy, that is promised by the Language Learning games from Kloo, designed by Andrew Finan. Basis for all games are cards featuring words and phrases, always as they are used, for



instance not "to see = sehen", but „I see = ich sehe“, which you then line up to form sentences. In the games **Race to ...**, for instance **Race to London** for players ages 8+ you learn a new word in each turn and form sentences; the more words you know and the longer your sentences get the faster the car moves on the track. For children there **Kloo Reader Cards**, for instance **My Kloo Zoo**; you lay out words for sentences and acquire animal cards for your own zoo.



Designers Heico Koch and Udo Linke were introducing their new card game **Colovero** in the run-up to the Fair. During the Fair itself the were only moving around, having no booth. The card game for 3-6 players, ages 8+, is a trick game; you collect tricks



in the winning color which is determined during the game which results in changing alliances.

KOSMOS

Kosmos

This year too, the array of new releases starts with a novelty for the Catan family of games, with a new long-expected "big" expansion called **Die Siedler von Catan Entdecker & Piraten** by Klaus Teuber. 2-4 players, ages 10+, want to chart unknown



waters and settle newly discovered islands; in scenarios and mission you are meant to master additional adventures like smoking out pirate's lairs, deliver Fish to the Catan Governing Body or succeed in trading spice. With **Die Tribute von Panem** by Christopher Guild, Bryan Kinsella and Andrew Parks the company continues its range of games



based on topics from literature or film; 2-4 players, ages 10+, must survive in District 12; you collect resources and must throw lots into the lottery wheel; at the end the lottery wheel determines who must participate in the Hunger Games and loses the game, the one with most points among the remaining players wins the game.



La Boca by Inka & Markus Brand is a construction game for 3-6 players, ages 8+; in changing teams two players together must complete a task, but each player only sees his side of the construct so you must decide together which block goes where while the timer is running!

Dice Devils by Reinhard Mensen is a hellish dice game 3-6 players, ages 8+; Hell is freezing over and devils want to collect as many items as possible that will keep them warm.

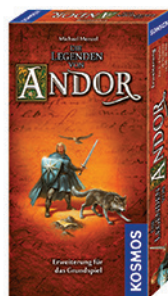


You roll secretly and choose an item; if one is chosen by several players there is a dice decision taken, the higher total wins and you can use special abilities of your devils.

Martin Rütter Sitz! Platz! Aus! by Inka & Markus Brand together with Martin Rütter is intended for dog lovers; 2-4 players, ages 8+, embody dogs and prove their dog senses - you must show fast reactions when retrieving sticks, remember signals, dig successfully for bones, assess dog breeds and show your knowledge in the dog quiz.



For the successful autumn release **Die Legenden von Andor** there is **Die Legenden von Andor Erweiterung für das Grundspiel**, again designed by Michael Menzel and intended for 2-4 players, ages 10+; after defeating the dragon the heroes are now looking for the Star shield, which can turn



into a curse in the wrong hands.

Rabbids are characters featured in video games and have their naughty fun also at the gaming table in **Rabbids Das Spiel** by Udo Peise and Marco Teubner - they demand dexterity, quick thinking, speed and also luck from 2-6 players, ages 8+, in 60 different tasks they are setting.

Die Welt by Günter Burkhardt continues



the successful series of geography games; after Germany and Europe 2-6 players, ages 10+, now search locations all over the world, from Miami to Dubai and Singapore to the Montblanc. Who manages the most exact placement?



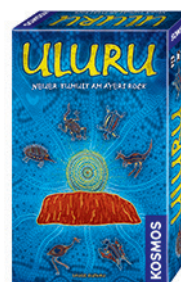
Asante by Rüdiger Dorn for 2 players, ages 12+, picks up the topic from Jambo, trading in Africa; two merchants want to buy and then to sell with a profit; they are supported by persons with special abilities, use items or make use of animals or visit Holy Grounds.



There are new releases in the take-me-along range, too: The challenging and difficult placement and logic game **Uluru** by Lauge Luchau is now available in this size, too, for 1-5 players, ages 8+. Yet again the dream birds look for their favorite spot around Ayers Rock according to the require-

ments of six wish cards.

Three new releases are available in the range or dice games:



Kreuzwort by Bernhard Lach and Uwe Rapp gives 1-4 players, ages 8+, an identical start to begin with: Letter dice set a letter and you try to form your own words in rows and columns.

Star Wars Bounty Hunter is a betting game with dice for 2-5 players, ages 8+, by



Bernhard Weber; as a bounty hunter you bet who can master the task set by Darth Vader with the fewest rolls of dice.

Ubongo Das Würfelspiel is, like all other games in the Ubongo family of games, a design by Grzegorz Rejchman; 2-4 play-



ers, ages 8+, try to cross out squares on the placement area and achieve this by grab-



bing one black and one white dice; you cross off the areas depicted on the chosen dice.

The range of card games is expanded with three titles:

Memento by Paolo Mori is a memo game for 2-5 players, ages 10+; you pick up cards and remember colors and shapes that you have collected; each color and shape is scored differently.

Primo by Wolfgang Kramer for 2-6 players, ages 7+, is a card shedding game; you can



add as many correct cards as you want to six rows on display, correct cards are the next lowest ones. Special cards and relocating of a row introduce action into the game.



Rabbids Das Kartenspiel by Rüdiger Dorn is a reaction game for 2-5 players, ages 8+; in turn you reveal cards; when a score card appears you try to grab as many cards with the depicted Rabbid as you can and are rewarded if it shows on your cards.

The new children games are headed by



a new title in the Star Wars license games, **Star Wars the Clone Wars Kampf um Malastare** designed by Helmut Ast. 2-4 players, ages 6+, are Jedi knights and sling Droids into the arena using catapults, as-

sisted by the Zillo-Biest.

Simsala Hopp by Inka & Markus Brand is a dexterity game; 2-4 players, ages 5+, are magicians and change frogs into bunnies;



this they achieve by pushing them upwards with their magic wand. Players must pay close attention to events in order to earn tournament chips.



Sternenschweif Das magische Wettrennen is a variant of MÄDN/Ludo, 2-4 players, ages 6+, must take the unicorns to the stables; on the back side of the board a variant with additional rules can be played.

Versteck dich, kleine Schnecke by Klaus Kreowski is spotting game for indoors or



outdoors; one of the 2-6 players, ages 3+, hides the snail at a location corresponding



to the color chips, all others go in search of it.

For children there is a new game in the take-me-along size, too:

Monsterfalle, the multiple award winning game by Inka & Markus Brand is now available in a miniature edition, too, and for 2-4 players, ages 5+ who must again push monsters into the basement so that Oma Frieda is not frightened by them.

Checker Can Quizspiel by Sandra Doch-



termann for 2-4 players, ages 8+, features interesting questions and information on them, for instance „How clever are monkeys really?“

A total of three new games is released for



the license topic **Star Wars The Clone Wars**, all intended for 2-4 players, ages 6+:

Angriff der Jedi is a dice game, Jedi versus Combat Droids; if you fight most droids of a kind or a super enemy you score victory



points. In **Blockade von Ryloth** you must free the inhabitants of Ryloth and break through the phalanx of the Trade Federation with your Jedi space ships. Überfall der Droiden has an ambush topic, you must fend off Combat Droids in this dice game



and find the correct droid as fast as you can. For the **Sesamstraße** license there is **Mein**



Domino for 2-4 players, ages 3+, and for **Was ist Was** there is **Was ist Was Pferde Quizspiel** for 2-4 players, ages 8+.

Soundwürfel basically are more toy than game, they are intended for one player,



ages 2+; each cube shows six different im-



ages, if you align them correctly you hear the corresponding sound: the three topics are **Bauernhof**, **Fahrzeuge** and **Musikinstrumente**.

The series of trump card games and quartets is extended with **Sesamstraße Mau Mau** for 2-4 players, ages 5+, and with **Der Kleine Drache Kokosnuss Quartett** for 2-4



players, ages 4. Finally, a short view on the autumn releases:



Kosmos, too, cannot pass up on the app hype, as a preview for Essen it is known that



under a label of **Play it smart!** there will be an app released for three of the most appreciated Kosmos lines of games: **Die drei ???**, **Die Siedler von Catan** and **Was ist Was**, all three of those game will also be playable without the app. **Die drei ??? und der**

Feuerdiamant by Reiner Knizia asks 2-4 players, ages 8+, to solve four criminal cases.

Die Siedler von Catan for 3-4 players, ages



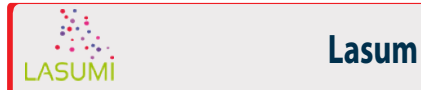
10+, by Klaus Teuber, are expanded with the app in relation to building; whenever you



build something the app shows the consequences. When you enter an app spot in **Was ist Was Das Große Quiz** for 2-4 players, ages 8+, you trigger one of the digital games provided by the app.



A new case has been announced, the twelfth one in the series **Krimi Total: Die Pracht der Vampire** by Björn Lippold. In London Vampire Princess Minni invites vampires to her house; their camouflage is in danger of slipping; but Minni is murdered and guests must find the culprit and complete special tasks; depending on which task has been completed the story finishes with another ending.



This company offers something that is not really a game but features games, too; the product is called **Trostbox** and is intended



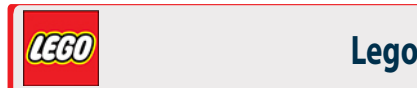
for sick children; they are meant to be comforted, diverted, convinced of necessary medications and nursing actions and all in all simply to be amused; there are such boxes for Fevers, Tummy Aches and Colds.



The Finnish company, whose games are distributed by Asmodee, announces **Nations**, a historical development game ranging from prehistoric times to the start



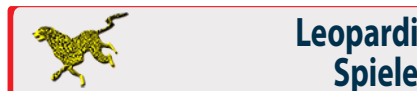
of World War I, designed for 1-6 players, ages 14+, by Rustan Håkansson, Nina Håkansson, Einar Rosén and Robert Rosén; you must find the correct balance between urgent necessities, long-term growth, threats and opportunities.



In the range of games featuring the Lego Die there is only one new release: **The Hobbit**, for 2-4 players, ages 7+, featuring also a memo mechanism: The dwarves have got



lost in Hobbiting and players must search for them; they are assisted by hints from Gandalf the Grey and hobbits. The game board is variable and can also be changed during the game.



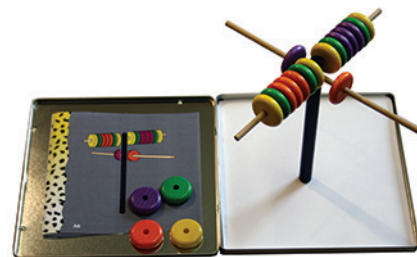
This publisher offers boxes of magnetic games for School, therapy and travel and has three games to show:

Casalino features wooden elements which can be used as a roof, windows, doors or



decoration and placed into templates; this creates different houses and fosters spatial orientation.

Crossino holds wooden discs in four dif-



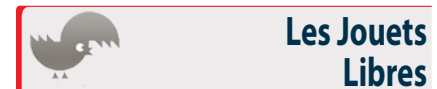
ferent colors, a thick wooden stick with magnet and two thin wooden sticks; those

elements should be used to form different constructs to train motor skills and coordination abilities.

Passalino for 2-4 players contains a game board and three pieces per player; you are meant to catch opposing pieces. You place



and move pieces according to dice rolls; when you are in front of an opposing figure it is caught, when several of them stand in a row you catch them all. When one of your pieces survives one complete round is secured into the inner circle.



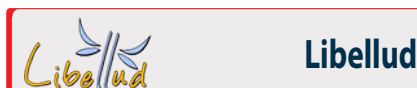
RouleTaBille is a series of dexterity games for indoor use on the table; you set up tracks



to your liking using elements from the game, set up the pieces and topple them by snipping a marble to score hits. The special characteristics of the games is the individual



design of pieces according to topic, for instance **Bowling Club** or **Football Club**.



Asmodee is publishing three novelties under this brand, headed by **Ladies & Gentlemen** by Loïc Lamy for 4-10 players, ages 14+. In teams of two players you try



to become the best looking and most acclaimed couple at the Grand Ball; the man must provide as much money as possible, the woman must spend it for the most exclusive jewelry, dressing and accessories as possible.

Both other new releases have been announced already at Essen:

Nautilus by Charles Chevallier is a card dis-



carding game with bidding and bluffing; each of 2 players, ages 10+, wants to sit next to Captain Nemo as First Officer and plays cards next to Nautilus in order to dominate in one area of knowledge.

Ali by Antoine Bauza and Corentin Lebrat is



a memo game for 3-5 players, ages 8+, who must remember which treasures have been found by Ali Baba and which treasures they did find themselves.

The first expansion for **Seasons, Seasons Enchanted Kingdoms** for 2-4 players, ages

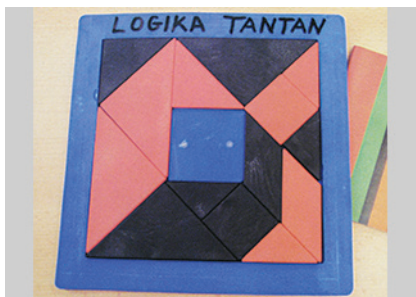


10+, by Régis Bonnessée is announced for summer, more information is not yet available.



Logika

Ingo Uhl's company Logika has been showing the **Logika Tan Tan Puzzle** - which is a puzzle board in which you place one or



several sets of standard tangram pieces while leaving out certain areas. Those areas are pre-marked by fixed little tiles or can be chosen individually.



Loogicus
Lernspielverlag

Already presented in 2012, **Chess – More than a game** by Dirk Jordan has been re-



vised and reworked and a speed die has been added; but still 2-8 players, ages 8+, move across a map of Europe and confront the tasks posed by the symbols on the board; the chosen chess piece as a playing piece determines the difficulty of your questions.

Deutschland - mehr als Lederhosen by



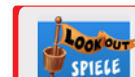
Dirk Jordan also uses the speed die now; 2-8 players, ages 6+, travel across a map of Germany in analogy to Chess More than a game and answer questions in the difficulty levels of pupils - student - teacher - professor.

The English Academy by Kathleen Jordan is intended for 2-6 players of any age with a



basic knowledge of English; you are tasked to mastering situations from daily life, translate questions and conduct short conversations earning chips.

For autumn **Fußball - mehr als Tore schießen** by Maximilian Scholz is announced, in analogy to **Deutschland - mehr als Lederhosen**.



Lookout
Spiele

The new Nuremberg release is **Naufragos Die Schiffbrüchigen**, on show already



at Essen as a prototype at HomoLudicus, designed by Alberto Corral for 1-4 players, ages 12+. **Naufragos** is a semi-cooperative adventure, players must set up camp together and reach the highest point of the island in order to send a signal. When this is achieved you win with most story points. Already announced for Essen is **Bremer-**

haven by Robert Auerochs for 1-4 players, ages 13+; Bremerhaven is an economics game, in which each player constructs his own harbor and will win with the best com-



bination of prestige and money at the end of the game. Actions are chosen by displaying cards.



**Leoquai
Holzkunst**

Again an exhibitor, as they have been exhibitors at each and every Toy Fair, the traditional company this year did bring along a board game called **Trüffel-Jagd**. A simple



roll and move game for 2-4 players, ages 6+: you move your pieces with the roll of a die; when you reach a truffle you may take it; if you find a joker disc you can take a truffle from each player; when you meet another player's piece you can take two truffles from each player. When all truffles are collected you win with most points.

The annual Toy Fair game in a match box this year is called **Genau Dreißig** and is a design by Niek Neuwahl; red wooden hearts carry numbers from 1 to 30 and must be placed in rows of four so that a total of 30



is reached as often as possible.



Ludically

As an extension for the Essen release 2012, Archipelago by Christophe Boelinger, there is **Archipelago Solo-Erweiterung** for 1 player, ages 14+, the set comprises 27 solo



missions for very different scenarios; you embody Columbus, Robinson Crusoe or other discoverers, the basic game is necessary to play the solo mission.



Lui-même

The successful game Die Werwölfe von Dürsterwald is expanded with **Die Werwölfe vom Dürsterwald Charaktere**, again intended for 8-28 players, ages 10+, and de-



signed by Philippe des Pallières and Hervé Marly, now featuring angels, actors, or a character that needs to eliminate all people with beard or glasses.



Marabunta

Ascension Unsterbliche Helden, see Gary Games



Matagot

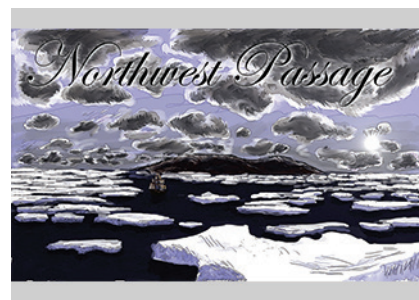
Already announced at Essen, the following novelties are scheduled for 213:

Kemet is a new title in the range of XL games, designed by Jacques Bariot and Guillaume Montiage; 2-5 players, ages



13+, embody Egyptian deities and want to score points from glorious battles and by invading rich estates, if necessary with Ancient Magic, Mystic Creatures and divine powers.

Northwest Passage by Yves Tourigny sends 2-4 players, ages 13+, on the search for proof of the Franklin expedition, influences



by seasons, climate and extreme conditions as well as by the necessity to cooperate in order to find Franklin and to return safely to Canada.

River Dragons / Les Dragons du Mekong by Roberto Fraga is a new edition of Drachendelta for 2-6 players, ages 7+; a runway must be constructed to span the



the river; actions regulate the placement of stones and planks, movement of your marker or removals of planks or stones; dragon cards can stop actions of an

opponent.

Room 25 by François Rouzé is a cooperative/competitive game with an idiosyncratic topic meant for 1-6 players, ages 13+: You find yourself locked into a jail in which each

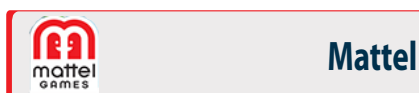


room has four doors, but there does not seem to exist an exit from the jail itself; you need to find Room 25 which is rumored to feature this elusive exit from jail - but some of the inmates could be guards who wait for the opportune moment to act.

Also named were:

Origin as a family game designed by Andrea Mainini for 2-4 players, ages 13+; players propagate mankind, or, to be more exact, their tribe, starting in Africa all across our planet and score items, hunting grounds and geographical as well as technical discoveries.

Metal Cards Adventures is an action game for 2-5 players, ages 13+, designed by Lionel Borg; you are engaged in a conflict among space pirates for honor, fame and wealth; you use cards, negotiate and take risks, all well within standard behavior appropriate for a pirate.



Mattel

The UNO version for spring 2013 is intended for 2 players, ages 7+, and goes by the name of **UNO Power**; it features Power Towers which you can use to block action cards



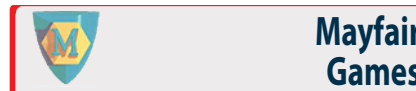
or sabotage other players; if you collect all power towers you can discard all your cards but one and announce UNO!

Scrabble Freestyle is packed into a drink



can, it is played without a board and scoring; you want to be first to place all your letters. The game also features a new mechanism, there are now colored „caught“ pieces in this game for 2-4 players, ages 8+.

Scrabble Banter is the electronic version of Scrabble; this game will be released in summer; you choose the game mode - team or solo - and must name terms and hand on the unit; if you hold it when time runs out you lose accumulated points.

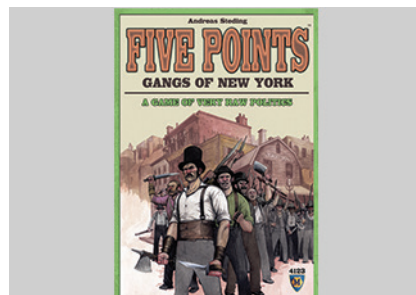


Four new titles have been announced, among them **Catan: Explorers & Pirates**, the English edition of **Die Siedler von Catan Entdecker & Piraten** by Klaus Teu-



ber. 2-4 players, ages 10+, want to chart unknown waters and settle newly discovered islands; in scenarios and mission you are meant to master additional adventures like smoking out pirate's lairs, deliver Fish to the Catan Governing Body or succeed in trading spice.

In **Five Points** by Andreas Steding 3-5 play-



ers, ages 12+, represent members of powerful factions who want to gain influence

in the upcoming elections in Manhattan in the middle of the 19th century and engage agitators who should try to ensure the necessary mood.

Road Rally USA by Carlo A. Rossi is a race

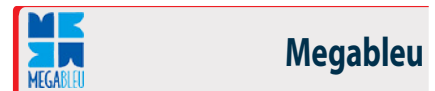


game for 3-4 players, ages 12+, part of the FunFair series; to win the race is nice but it is better to be in a good position at the checkpoints, because those can be triggered in each turn. All play with an identical deck and can only reshuffle at gas stations.

Zen Garden by Jean Vanaise is a placement game for 2-4 players, ages 10+, also part of the FunFair series; you create a Zen garden



from meadows, mountains, woods and water, illuminated by magical lanterns and complete your own pattern; there are two versions of the game, one on patterns alone, the other - Rock garden - also using rocks which you must place on corresponding tiles first in order to win.



Megableu

The French publisher is represented here by Hutter and presents two games as novelties for 2013:

Märchenball for 2-4 players, ages 5+, is



a movement game with actions; players move - depending on dice rolls - either on the board or into the ball room; there the prince dances and chooses a princess who is awarded a star; if you are first to own four stars of your color you win.

Based on the game mechanics of Nicht Ja, nicht Nein there is another game on the topic of **Nicht Ja, nicht Nein - Natur**; 2-6 players, ages 7+, are confronted with 900



new questions on plants and animals, your answer must not contain yes or no.

The best-selling game Geisterjagd can now be played by 2 players at the same time using the addition of **Geisterjagd Zusatzpis-**



tole, but you need the basic game to play.



At the booth of Mindtwister you could find a preview on **Star of Afrika**, which is a new edition of the game previously published by Piatnik under the name of Stern von Afrika and designed by Kari Mannerla; 2-5 players, ages 10+, travel across Africa on the search for the diamond of this name.

compact Curling, a board game version of



the game played in ice, featuring a board of 120 cm length and designed for two players, thank you for a copy!



The publisher offers a wide range of new releases in the game segment, spearheaded by a new game in the cult series of black stories: **black stories Shit Happens Edition** featuring 50 new sinister puzzles on



the most absurd real accidents, intended for 2 or more players, ages 12+, by Corinna Harder und Jens Schumacher. New in the series **black stories junior** is **golden stories**, 50 elated puzzles from lost treasures



and sunken kingdoms, by Andrea Köhrsen for 2 or more players, ages 8+.

Part of this segment, too, is **Black Pete**, a version of Old Maid/Schwarzer Peter by Jens Schumacher for 2 or more players, ages 12+, featuring illustrations from Black



Stories plus 15 original puzzles.

A bit more harmless but puzzling all the same is **Was (k)einer weiß!** by Thies Völker, with 333 extremely difficult questions with four possible answers each, sometimes all



are correct, or none or several, so your brain will whirl!

Same Same is a design by Reinhard Staupe, 300 funny and curious questions provide surprising answers, two players together



score for correlating answers on questions like "what would you like to be able to do" or "what would be the last thing you would do?".

New quiz games for children are: **Das Quiz der Tiere** by Jean-Michel Jakobowicz for 2-5 players, ages 8+, featuring 100 questions



and an answer booklet, depending on the card only one or all can guess.

Warum-Quiz by Elisabeth Marrou is meant for players ages 6+, 100 cards and an an-



swer booklet provide answers on questions like "why do stars shine?" or "Why does a ti-

ger have stripes?"

A new brainbox is **Meine erste BrainBox -Auf dem Bauernhof**, for 1 or more players, ages 4+, once again you need to demonstrate what you can remember within 10



seconds and you playfully learn all about the topic, too.

IQ Bingo is a new series of pure knowledge games for two fast thinkers of ages 8+, designed by Reiner Knizia; all players simultaneously answer questions on the respective



topic - there are **Welt, Tiere** and **Logik** - using the symbols for stone-scissors-paper for one of the answers on the card; if you are correct you receive a chip and put it on the question's number on the Bingo card; if you are first to have four chips in a horizontal or vertical row you win.



Murmel Spielewerkstatt

For a novelty in the Swiss company this year there was **Ciao Cash**, a card game for 2-6 players, ages 10+, on the topic of dili-



gent money management and the goal to achieve utmost happiness and fulfillment

without incurring debts.



Games of Nathan were displayed at the Jumbo Diset booth:

Blanche-Neige for players of ages 4+ is a game on magical formulas on the topic of



Snow White and the Seven Dwarves.

Le jeu du Loup is a cooperative game for 1-4 players, ages 3+, berries and mush-



rooms must be harvested in the woods before the wolf appears.

Mission Animaux! is a spotting game for



players ages 5+, there are more than 200 animals depicted on the circular board.



Pick'amo is a game on words for 2-4 players, ages 8+, based on scrabble; the game unit disgorges letter after letter.



At this booth we found the funniest und most unusual surprise of all the fair - balls of wool, packed into boxes, yes, balls of wool including a crochet needle and labels for **myboshi** - the latest hype on woolen hats that you crochet yourself, not a game but lots of fun.



Fun can also be found in the new games; **Lila Banane** is a dice game for 2-6 players, ages 7+, on a topic of colors and fruits; you roll for



fruit combinations to score points, but can use each combination only once.

In the series of children games featuring wooden components, that was started in autumn, a new revised edition of **4 zu mir** by Heike Baum will be released, 3-6 players, ages 5+, try to collect animals and must remember



which animal is hiding at which player. There are also news for the Fillys, after Elves, Fairies and Unicorns now come the Witches and with the Witches a „big“ game called **Filly**

Witchy Hexentanz in Zimsala, 2-4 players, ages 4+, follow the magical witch rings on their way to Abra and Cadabra, two powerful sorceresses; if you cleverly change the rings



you advance more quickly. Of course, there is also a **Filly Witchy Memo** for 2-4 players, ages 4+ coming with the collectible pony witches.

Clumsy little Ritter Rost has also achieved a slot in the Noris range, with standard



mechanisms of **Ritter Rost Memo**, **Ritter Rost Mein erstes Electric** as well as the card games **Ritter Rost Quartett** and **Ritter Rost Schwarzer Peter**.



Another license topic with Noris is originating from Korea; **Yohoo & Friends** is new in



the German market and features the topic of



rare animals or animals threatened by extinction; there are puzzles and a **Memo** for 2-4



players, ages 3+.

The series of educational games "Alles was ..." for 1-4 players, ages 3+, is expanded with two games: **Alles was der Bauer braucht** features the topic of life on a farm showing animals as well as the latest in modern ma-



chinery which the farmer needs for his work. **Alles was rot ist** helps children learn to recognize colors and assign items.

The series **Holzspiele De Luxe** is expanded with five classic games: **Tip Tower** in anal-



ogy to the classic stacking game Jenga, and also **Mancala**, **Tridomino** in the tradition of Triominos, **Backgammon** and a **Holzlabyrinth**.



Besides Exodus: Proxima Centauri, that was already presented at Essen, there was an announcement for **Warriors & Traders**:



Middle Ages, an expansion for **Warriors & Traders** for 2-6 players, ages 13+, by Andrei Novac and Vlad Sladariu, the setting of the game is medieval Europe with nations rivaling for dominance.



Dicht Dran by Reinhard Staupé for 3-5 players, ages 8+, is a placement game; if you



are closest to the value of the target card you score positive; when you can close a gap you can get rid of negative points, and bad luck for all others!

Gauner is a card game for 2-4 players, ages 8+, by Florian Racky; each player collects minions in order to free the members of their own gang from prison; when the outbreak is successful you earn cash.

Mehrkopf is a version of the classic Schafkopf, expanded for now 2-6 players,



Three more games are offered by Hutter.

Geo Mosaik is a placement game for 1 player, ages 3+, by Peter Schackert, which fosters a feeling for geometrical shapes and



angles, playfully in free play or when filling the 6 contour cards.

Lustige Tiere by Peter Schackert is intended for one player, ages 2+, 18 animal parts can be combined to always changing new animals.



ages 14+, and with a refreshed card design.

Buchstaben Schafkopf is a tactical letter game for 2-4 players, ages 7+, based on the letter cards from Thomas Fitzthum's Wau Wau, the letter cards must be played in



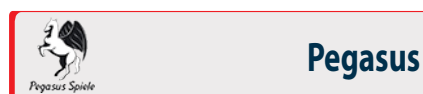
exact order.



New in 2013 is **vis-a-vis**, a roll & move game by Peter Schackert for 2-4 players, ages 6+,



in the tradition of Mensch ärgere dich nicht; on a game board similar to a DNA string two pieces are safe from being thrown out when standing on the same rung; if you are first to have all pieces at home you win.



The publisher shows an ambitious program of in-house production, German editions of games from distribution partners; here, too, there are the unavoidable changes in the release schedule, so that some things are announced again which were already named at Essen or Nuremberg 2012.



As the highlight of the program the company presented **Wunderland**, a travel game by Dirk Hillebrecht for 2-4 players, ages 8+, which was realized in a cooperation with Miniatur Wunderland in Hamburg, the biggest installation of model trains worldwide. Players travel around and collect picture post cards and try to reach pre-set destinations; core of the game is clever joining of other players in their travels.

Belfort, originally published by Tasty Minstrel Games, by Jay Cormier and Sen-



Foong Lim for 2-5 players, ages 12+, is a worker placement game; a team of elves and dwarves must acquire money and raw materials to build buildings in five city districts of Belfort.

City Tycoon by Hubert Batos and Łukasz S. Kowal for 2-5 players, ages 12+, asks us to



invest in the expansion of a city; you can use different strategies in order to invest into projects, utilize space and expand the city; most important is placement of your own buildings; the game was already presented in Essen 2011 by rebel.pl and is now announced.

Duell im Felsental by Adam Kałuża has been published as Drako also by rebel.pl,



2 players, ages 8+, embody dwarves who must confront a dragon; each player has his own deck of cards and the deciding factor of the game is the combination of cards and movement of pieces.

Mage War depicts an epic battle of magicians in an arena - how would an Illusionist fight against a Druid or how would a Priestess set about to defeat a Wizard? 2 players, ages 12+, can find it out in this card/miniatures/tabletop game by Bryan and Benjamin Pope.

In **Rialto** by Stefan Feld for 2-5 players, ages 10+, you earn victory points in Venice for



building bridges and placing of gondolas to connect quarters and for the erecting of advantageous buildings.

Robinson Crusoe, released in Essen by Portal Publishing and Z-Man will now be released in German by Pegasus; 1-4 players, ages 8+, are shipwrecks in the cooperative



adventure game by Ignacy Trzwickjek which construct a settlement, protect themselves from dangers and complete missions.

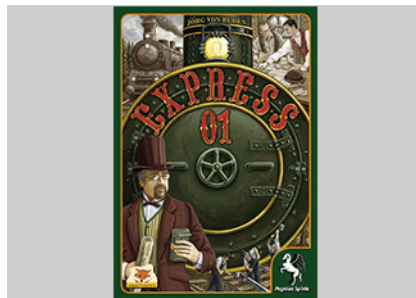
The original edition of **The Cave Aufbruch ins Dunkel** has been released at Essen, by rebel.pl. In the game by Adam Kałuża 2-5 players, ages 10+, are special cave explorers in a newly discovered cave and build up the cave by exploring it. The most important element of the game is planning what equipment you will take into the cave.

As coproductions together with other companies are planned:

Time,n' Space is a revised and redesigned edition of the game Space Dealer, originally published by eggertspiele; it is a real time game by Thomas Stapelfeldt for 3-4 players, ages 10+, driven by timers.



Express 01 is a card game by Jörg von Rügen for 2-4 players, ages 10+, first proposed as Kickstarter project, later joined by Pegasus. Topic of the game is railway construction in Germany, you build track



and station which you can expand and assign to other companies.

Il Vecchio, a coproduction with Hall Games, is a design by Rüdiger Dorn; 2-4 players, ages 10+, want to break up the dominance of the Medici in Florence; for actions you need members of your family on the spot,



family members can travel. Il Vecchio fights back via acts on Medici shields, which you must pick up during the course of the game.

For some successful titles in the program expansions will be released:

Mage Knight Die Verschollene Legion



expands the game by Vlaada Chvátil for 1-4 players, ages 14+, and introduces a new enemy, General Volkare, and also a new Mage Knight.

Pictomania Geek Edition by Vlaada Chvátil presents 20 new cards for the drawing game for 3-6 players, ages 9+.

Quest: Zeit der Helden Trollfütter by Alexander Dotor and Brigitte Eisenmann is the next expansion for the epic game of Quest Zeit der Helden; this time you must keep the halflings from much too risky



forays into the Wild country and certain misfortune.

Thunderstone Advance: Verfluchte Höhlen and **Thunderstone Advance: Ursprung alles Bösen** are the latest expansions for Thunderstone Advance by Mike Elliot, each intended for 1-5 players, ages 12+; in the new world of Tala



where they have been transferred, the heroes must cope with new carriers of the Thunderstones and new challenges.

Village Inn is the name of the first expansion for the successful game of Village by Inka and Markus Brandt; now 2-5 players, ages 12+, can look after the fates of their families and the village itself now features a brewery and an inn.

There are also new releases in the range of



card games:

Revolver by Mark Chaplin, already published by White Goblin Games and Stronghold Games, will now be released in German, too, it is a non-collectible card



game for 2 players, ages 12+, in which each player is given his own deck; the Colonel must eliminate all gang members before they escape to Mexico, and the player of the Colty Gang must eliminate the representatives of law and order.

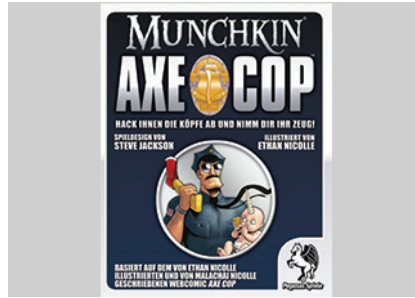
Smash Up, the card game by Paul Peterson, a deck shuffling game with a fantasy topic for 3-6 players, ages 12+, is expanded with **Smash Up Wahnsinnslevel 9000**, introducing four new factions.

Munchkin still is a bestselling item among the satirical and politically incorrect card games, and there are a few new titles in the range, all designed by Steve Jackson for 3-6 players, ages 12+:

Munchkin Apokalypse is a new basic



game, introducing the new card type „Desaster“, and every imaginable and unimaginable disaster is happening; **Munchkin Axe Cop** is also a basic game, featuring the artwork of the web comic. Axe



Cop fights evil together with friends like the dinosaur soldier. **Munchkin Conan** is a sequel game to the booster of the same



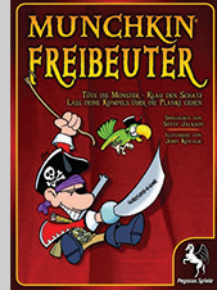
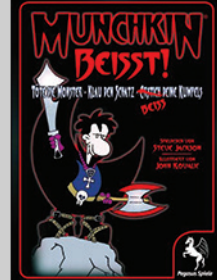
name and is again a munchkin base game in its own right; set in Hyboria. **Munchkin 7: Mit beiden Händen schummeln** and **Munchkin 8: Echsenmenschen**



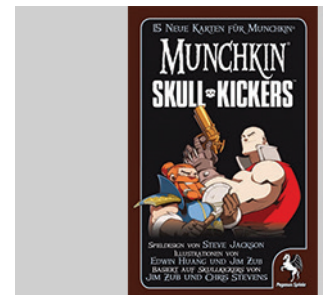
& Zentauren are simply the 7th and 8th expansion for the basic Munchkin game, each featuring 112 new cards.

Munchkin Zombies 3 combines Munchkin with the second big topic, Zombies, 280 cards turn Munchkins into Zombies.

Zweierschachteln for Munchkin topics are now hot, too, announced are: **Star Munchkin** combining Star Munchkin and Star Munchkin 2, **Munchkin Beißt!** With Munchkin Beißt and Munchkin Beißt! 2: Höllenhose as well as **Munchkin Freibeuter** with Munchkin Freibeuter



and Munchkin Freibeuter 2: Haisprung. New in the Munchkin series of boosters is **Munchkin Skullkickers** offering 15 cards, Baldy and Shorty from the comic fight their way across the Munchkin universe.



Fluxx, the game in which players determine rules and goal of the game themselves, has been transferred into the Zombies universe and is appearing as **Zombie Fluxx** full of undead chaos, imagined by Andrew Looney for 2-6 players, ages 8+.

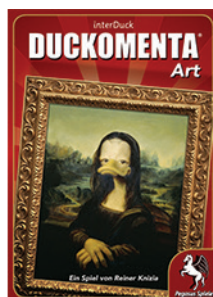


Of course there are also news to tell from Zombies!!!, a total of three new expansions is in the pipeline - In **Zombies!!! 9 Asche zu Asche** by Todd and Kerry Breitenstein 2-6 players, ages 13+, are happy to explore the graveyard and checking if maybe one



could stop the Zombie supplies; and then there are **Zombies!!! X Suchtopfer** and **Zombies!!! 11 Todes AG**, in which a day in the office is described when all have turned Zombies there.

The series of absurd and elegant games from the Duckoverse is extended with **Duckomenta Art**, which is an adaptation of the Modern Art Card Game by Reiner Knizia; 2-5 players, ages 8+, are directors of museums and artists at the same time



and decide when they will exhibit which exhibits of „interDucks“. For true Duckofans there will be **Duckomenta Rommé** for 2-6 players, ages 8+, a deck of „normal“ playing cards.



The „Violence against children Prevention Game“ which was published in cooperation of Moritz Toys with Nürnberger Spielkarten - **Sei Stark, Sag Nein!** by Andreas Büdker - will now also be published by Pegasus.



The fitness program this time is listed at the end:

Sport-Stacking has been announced again, the plastic cups need to be stacked



and unstacked as fast as you can manage. Based on Perplexus by Michael McGinnis there is now new **Perplexus Twist**; 1 player, ages 8+, must confront the challenges of a



moving inner part; the tracks must first be put into the correct positions.

Pegasus is a partner of:
Eggert Spiele
Hall Games
and is distributor, among others, for
Alderac
Arcane Wonders
Avalon Hill
Bezier Games
Buitenspeelen
Catalyst Games Labs
Cryptozoic Games
Eagle Games
Gryphon Games
Portal Publishing
Rebel.pl
Steve Jackson Games
Stronghold Games
Tasty Minstrel Games

Twilight Creations
White Goblin Games
Wizkids



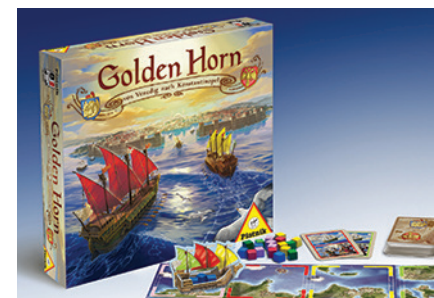
Peliko

At the Mindtwister booth a game was shown under the Label of Peliko; the name of the game is **Hundrâ Ringen Sallskapsspel**, Das Brettspiel der 100 Ringe, and it is a design of Touko Tahkokallio for 2-4 players, ages 12+, no details were available yet.



Piatnik

After quite some time there is once again a „big“ game at the top of the program in the traditional Austrian company: **Golden Horn** by Leo Colovini for 2-4 players, ages



8+, takes us to the harbor and merchant town at Bosphorus; you sail from Venice to Constantinople, fend off pirate attacks and fill your storage facilities with valuable goods.

Fitting the 175 years of company history and their location there will be **Wien! Das Spiel** for 2-6 players, ages 8+, a game of time



travel across the centuries featuring the historic, cultural and scientific importance of the city.

Three new additions are announced for the most successful range of games all designed by the team of Paul Catty and Ernst Führer:



Activity Original for 3-16 players, ages 12+, has been given a new design, and there will be an app for it. **Activity Codeword**,



intended for 4-16 players, ages 12+, is a new edition, too. One team thinks up a code word and the team must find it out; to do so you must successfully explain terms from cards and can ask for a letter of the code word for each successfully guessed term. **Activity Die Oktonauten** is - after Activity Franz Ferdinand which was published last



autumn, the second Activity with a license topic, again intended for children, that is, for 3-16 players, ages 4+.

The series of communication and party



games is extended in 2013 with **ReAction**; 3-8 players, ages 12+, must comply with

curious, crazy or idiosyncratic rules of behavior; if you catch others at breaking rules and are correct, you may move your marker forward; it is not easy to adhere to as many as three rules at the same time. **Pro & Contra** by Helmut Walch belongs into



this category, too - 3-16 players, ages 14+, form teams of two players and must give statements to a topic, pro and contra, in a way that other players guess the topic and are of course not allowed to name the topic.

The range of DKT games is expanded, too:



DKT Urlaub for 3-6 players, ages 8+, lets you buy the most desirable holiday destinations; using trains or planes enables you to reach the locations faster and you can also earn additional money with souvenirs.

The series of memos on Art and other special topics is expanded with **Eindeutig Zweideutig**, the pairs of corresponding images are featuring words with two meanings, like ball or ring.



Monte Banana by Jim Winslow lets monkeys race each other in climbing a mountain; 2-4 players, ages 8+, send their monkeys up the mountain set to harvest

bananas, but you must consider carefully which of the number cards 1-5 you use for a movement, because if you cannot complete the move you must move the same number of steps down the mountain.

An especially nice and well-made range of games appeared in the last years in the series of compact game in the small square boxes; there are new children games released there as well as family games.



In **Memo Match** by Brad Ross 2-5 players, ages 4+, must find four memo tiles as quickly as possible showing the correct beak, tuft, the same eyes and feet as the bird



on the current template card.

Viva Gorilla turns the gaming table into a jungle, 2-5 players, ages 6+, want to get rid of their monkey cards, but a monkey can only attach itself to a monkey of the same color when the liana points in the same direction, too. But as monkeys sometimes like to hang head-down on a branch you might be able all the same to get rid of a card and change direction, but you cannot exceed the limits of the playing area!



Dino Park by Reiner Knizia sends out 1-4 players, ages 7+, on a chase for dinosaurs;

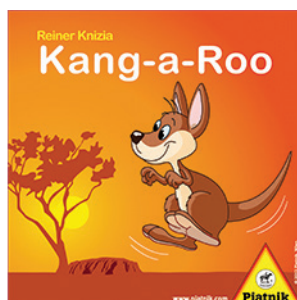
you have nets, rubber hammers, pits and cages at your disposal to catch them; you must roll the correct instruments to catch 18 different varieties of dinosaurs.

Gold Nuggets, too, is a design by Reiner



Knizia; 2-5 players, ages 8+, go searching for gold using dice; you roll several times and try to amass identical number or lumps of gold or lassos on your dice.

The third game in this series by Reiner Knizia takes us to Australia; 3-6 players, ages 6+, are catching kangaroos in **Kang-a-Roo**; you discard cards and thereby catch



the kangaroo of this color from the middle or from another player, unless the player can defend his kangaroo with a card of the same color.

Quadro Color is a spotting and placement game by Brad Ross and Jim Winslow, 1-5 players lay down color tiles on



corresponding spots; the color concept for this game was developed by Viennese artist Franz Türtcher.

Quickomino is a placement game, too, intended for 3-6 players, ages 6+: Picture tiles show four different images, one on each side of the tile; a newly placed tile must show the same picture as the tile it touches on each side where it touches a tile.



Family Farm by Carlo A. Rossi makes 2-5



players, ages 4+, look for farm-specific items on their personal farm card; the items are determined by a revealed template card.

Raketofix is a language, memo and



movement game for 2-4 players, ages 5+, developed by the team of speech therapists, Elisabeth Draxler, Katharina Poteranski, Herta Strehl and Sonja Trausmuth: Players are visiting planets, on Mobilix they must describe a movement so that another player can imitate this movement; on Chaotix you must remember and list items and on Animalix you must imitate animals depicted on a card; for successfully completed task you earn a friendship star from the planet.

With the **ABC Bär** from the TV show okidoki



there are two educational games, **Meine erste Spielebox** for 2-6 players, ages 3+, comprises well-loved classic children games like Memo or Schnipp Schnapp featuring characters from the series; **Kartenspaß mit ABC** presents Magical Words, a game



on words that change when you exchange a letter or relocate a letter in the word. In **Wer hat mehr?** 2-5 players, ages 6+, must recognize different amounts.

And, finally, there is another classic children



game in the guise of a license character, **Schwarzer Peter Die Oktonauten**, you must collect pairs of them.

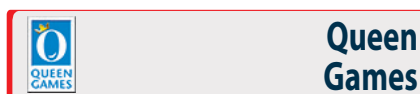
PlayLand

PlayLand

The same procedure as every year for the Bulgarian company; a catalogue with pictures and without text, no information on the website! What really is new one must more or less guess at, this year in any case a series of games featuring **Ben10 Omniversum** and three different boxes of **Magic Tricks**. The Bulgarian version of the website announces two children games: **Safety** is a game on traffic education for 2-4 players, ages 6+, and **Plus-Minus** is a game



on calculation tasks, for correct solutions you get a manikin which you put into your house to avoid the crash of the house.



The parade of new releases starts with the announcement of an **Alhambra Erweiterungsbox #6** on occasion of the 10



Year Anniversary of Alhambra by Dirk Henn, for 2-6 players, ages 8+; the box will feature another four new modules; additional actions and news are announced.

Crysis The Boardgame by Sebastian Kreutz and Dominik Lau for 2-8 players, ages 14+, is the analogue adaptation, that is, the board



game version, of an ego shooter video game; players use the abilities of a nano suit and must adapt to changing situation and also use tactical teamwork.

For Edo an expansion is planned, **Edo Expansion #1** by Louis and Stefan Malz and Wolfgang Panning, for 2-5 players, ages 12+, featuring the components for a fifth player and three new modules which you can use individually or combine with other modules.



For the cooperative real-time game **Escape** by Kristian Amundsen Østby for 1-6 players, ages 8+, there will be a first expansion, **Escape: Illusions**, comprising components for a sixth player and new modules - Chambers of Illusions and Special Chambers, for use with the core game in any combination. On display at the booth



there also was 2 **Escape Quests**, featuring two new modules, Quest Chambers and Special Chambers.

Kingdom Builder is also given another expansion, the second one, called **Kingdom**



Builder Crossroads, again intended for 2-5 players, ages 9+, and of course designed by Donald X. Vaccarino; there are four new landscapes with eight new location



tiles; you can now move a wagon across landscapes or move with ships along the rivers or install warriors, and if you construct fortresses, roads or safe shelters you are richly rewarded.

Lost Legends by Mike Elliot is a fantasy card game for 3-5 players, ages 10+; players embody heroes and try to acquire and assemble the best possible equipment for themselves to fight monsters and to successfully defeat more and more powerful opponents, to collect trophies



and to be the most famous hero at the end of the game.

Via Appia by Michael Feldkötter lets 2-4 players, ages 8+, do construction work on the famous Roman road connecting Rome to Brindisi; you must fetch the best



stones from the quarry, construct the most valuable segments of the road and struggle to reach cities early.

Banana Party is a children game by Stefan Dorra and Manfred Reindl for 2-4 players,



ages 5+; in a 3D jungle monkeys swing from tree to tree; if you shake the correct branches you can steal bananas from the monkeys.

Jenseits von Theben Das Kartenspiel – Die Grabräuber for 2-4 players, ages 10+,



designed by Peter Prinz, is the adaptation of the board game to a card game; it was present as a produced box, but not on show. With big poster pictures new releases for Essen were announced at the booth:

Amerigo is a design by Stefan Feld; 2-4 players, ages 12+, accompany Amerigo



Vespucci on his trips of discovery, explore the islands of South America, secure trade routes and build settlements; a dice tower regulates possible actions.

Speculation - the new edition of Spekulation by Dirk Henn, previously first published in the designers own company



db-Spiele, designed for 3-5 players, ages 12+. The current share price depends on position and location of the respective company marker; a negative share price earns you the money from the bank when you buy. The symbol dice allows you to roll for trade and change of position, the number dice determines the range of movement for all company markers you move, which in turn are determined by cards played.

Templar by Jesús Torres Castro is a family



game on treasures and an abbey; you use the special abilities of inmates of the abbey in order to hide treasures in the abbey.

There will be two special editions for both Kingdom Builder and Fresco.

Kingdom Builder Big Box will comprise



the basic game for 2-4 players, ages 9+, as well as both expansions and two miniature expansions called Caves and Capitol. The **Fresco Big Box** comprises the basic game for 2-4 players, ages 10+, by Wolfgang



Panning, Marco Ruskowski and Marcel Süßelbeck plus a total of 10 expansions, the ones already released from Die Glaser and Schriftrollen as well as three new ones for which there is currently no additional information.



Three more games were visible as posters: **Kansas Pacific** names David V. H. Peters as



the designer and is marked with „Iron Horse Collection #3“, so it probably is the German edition of the game published in English by Winsome Games under the same name.

London Markets by Michael Schacht is a revised new edition of Dschunke, in which you will be able to complete order during the course of the game.



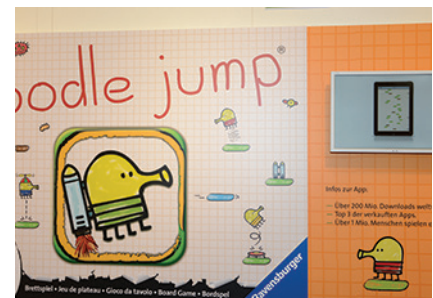
For **Greed** no further information is available.

Ravensburger ◀ **Ravensburger**

The Blue Triangle offers the usual copious and multi-faceted program, especially featuring additions established and successful series. Despite adhering to standard features there are some unexpected surprises, ultra modern ones, too, and there will be an app, too.

The range of family games has four new games to offer:

Doodle Jump by Max Kirps transfers for 2-4 players, ages 8+, the app onto the game



board; all want to move up, but if you dice-roll yourself upwards too quickly you can fall down as quickly, too.



Elfer raus! Das Brettspiel by Reiner Knizia for 2-4 players, ages 8+, is a placement game variant of the successful Hausser card game using number tiles instead of cards; bridge spots and bonus tiles vary the basic rules.

Just in Time is a design by Günter Burkhardt, the game pieces must be placed



on the boards as quickly as possible but 2-4 players, ages 8+, must take care to leave gaps so that high numbers remain visible; you score those numbers when no piece exceeds the limits of the board.

Top 5 Rummy by Rüdiger Dorn is a card collecting and discarding game for 2-4 players, ages 8+; the market display in the



middle shows cards which you can buy for the price marked next to them to help you to complete one of the tasks on display. The earlier you complete a task the higher is the reward; after each buy the wheel is turned and card prices change. Three versions for beginners, experts and players in a hurry.

Einfach spielen, the series that was started last year, is expanded with one new game, **Potzblitz!** Designed by Inka and Markus Brand. It is a quick dice game for 3-5 players, ages 8+, in which all players roll simultaneously to complete tasks, the last one must discard a lightning bolt.



The best-selling long seller **Das Verrückte Labyrinth** is given a new adaptation with **Deutschland Labyrinth**, by Max J. Kobbert for 2-4 players, ages 7+, players move through the labyrinth and through



Germany and discover things familiar and notable, also when using an additional version of the game.

The series of Ravensburger Kartenspiele is expanded by two new card games: **Triple³** by Maureen Hiron for 2-4 players, ages 8+, is a fast discarding and reaction game; in



analogy to set you need to form rows of identical images, identical colors or identical fillings, all play simultaneously.

Mau Mau Extreme for 2-6 players, ages 6+, is a version of the classic game; you can now hit a buzzer and discard a card even if



it is not your turn, and then there are special cards which demand that more than one players buzzes at the same time.

The biggest part of the Ravensburger range is made up from take-me-along games, there are seven new Mitbringspiele:

Jolly Octopus by Gunter Baars is game of roll & move for 2-4 players of ages 4 to 8, this time the little crabs crawl all over Jolly Octopus and want to be the first ones at the finish. **Zwei erste Spiele** offers two dice



games for 2-4 players of ages 3 to 7, you either collect toys from the sand pit or you move to the colored tower in the ladders



game. **Stibitz** by Heinz Meister is a new edition of the memo and concentration game, 3-6 players of ages 4- to 8 must find out, which items the cheeky raven has



stolen from the table.

There are three new games based on Disney licenses: **Disney Pixar Finding Nemo Aquarium** is a feeling game for 2-4 players, ages 4+, you must feel for fishes with your hands in order to save them from the shark.



Disney Minnie Mouse Lotto is simply the familiar placement game with a Disney topic, for 1-4 players of ages 3 to 6. **Disney Jake and the Never Land Pirates Auf Schatzjagd** by Thilo Hutzler is a collecting



game with a memo mechanism; 2-4 players, ages 4+, need to outsmart Käpt'n Hook in order to fill the treasure chest. Featuring



the license of Octonauts the Mitbringspiele range offers **Octonauts Fische retten** by Manfred Ludwig, 2-4 players, ages 4+, must save fishes from the upcoming storm. The range of children games is headed by



two action games:

In **Kakerlakak** by Peter Paul Joopen for 2-4 players, ages 5+, a Hexbug Nano shaped like a cockroach provides the action; it whizzes through the labyrinth of cutlery set out in the kitchen; players can turn one fork, knife or



spoon according to a dice result in order to entice the cockroach to their hole and catch it; you win with five chips for catching the cockroach five times.

In **Ringo Flamingo** by Haim Shafir, Yaacov Kaufman and Yaov Ziv for 2-4 players, ages 4+, players provide the action; they throw their safety belts with the help of a clever



catapult over the flamingoes standing in the lagoon in order to protect them from crocodiles.

The clamoring beaver on his tree logs, **Billy Biber**, is given a new edition with changed tree logs; the game mechanism remains the same.

Mauseschlau & Bärenstark is extended



with **Deutschland entdecken**, a quiz and roll & move game by Ingeborg Ahrenkiel for 2-4 players, ages 5+, featuring Germany in two different versions of the game.



The wide variety of memory games is also extended, new editions are **Disney Princess**



memory and **Octonauts memory**, both based on the familiar game mechanism by William H. Hurter and intended for 2-8 players, ages 4+. **Zeitreise memory** is targeted at 2-8 players, ages 6+, and shows items from today and their counterpart from 50 years ago.

The top products in the range of Ravensburger educational games still



are **tiptoi** games; for the first half of 2013 **Die Monsterstarke Musikschule** is planned. Kai Haferkamp has come up with challenging play-along games on the topic for 1-4 players of ages 4-7; you either beat



out rhythms or sing children songs or try out instruments, all players want to win the monsters' musical competition.

The series **Spielend neues Lernen** is



expanded by two titles: **Differix extrem** is a version of the concentration game by Elisabeth Richter, 1-4 players between ages 5 and 10 are now put under time pressure when searching for items and train comparison and assigning when discovering the tiny differences.

Rund ums Taschengeld by Kai Haferkamp is a collecting and calculation game for 2-4 players, ages 6-10. Players move across the FunFair and must allocate their money



cleverly in order to win the game.

A series of games that was started last year for toddlers of ages between 1½ and 3 years is called **Spielend Erstes Lernen**, there will be two new titles for it: **Hase hüpf!** is a movement game with a colored ball, designed by Anja Wrede and Christoph Cantzler for 1-4 players, ages 2+; players



assign puzzle cards and imitate animals, the ball is thrown and determines the color of the next animal card.

Wir spielen Baustelle is a design by Marco Teubner, 1-2 players, ages 2½, use the lorry to transport and assign building materials correctly; you train knowledge on daily life,



assignment, comparison and identifying colors.

In the series **Meine ersten Spiele** there will

be the new edition of a classic Ravensburger game, **Spielhaus**, for 2-4 players of ages 4-7; in a dice race from basement to attic all search for the item according to event tiles, the board is always combined differently.



And, finally, a preview on some new games released in autumn:

Mike's Wettlaufspiel is intended for 2-4 players, ages 3½+, if you reach the finish first due to dice rolls and supported by Mike the Knight and the two dragons Löschi and Funki, you win!



In the tiptoi series there will be - this time carrying the logo tiptoi family - the second family game based on the tiptoi pen, **Der Millionencoup** by Matthias Cramer. 2-4 players, ages 6+, are security specialists, who must check bank security codes



together.

Stromberg Das Spiel is a game based on the successful comedy series, 3-5 players ages 12+, race their office across Capitol and up the career ladder.

On occasion of the Jubilee there will be a new edition of **Scotland Yard/Mister X**, the classic detective and deduction game for

2-6 players, ages 10+, including an app; the game can be played with and without app, the app expands the possibilities with GPS and use of mobile phones.

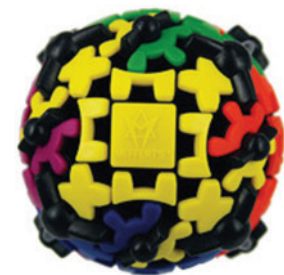
RECENT TOYS
INTERNATIONAL

Recent
Toys

Brainstring has been around for some time, this year there is a new edition, **Brainstring Original Retro**, the cones are connected by



strings; you can relocate cones in order to complete templates without knotting the strings:



Gear Ball is a supplement for the "Gear Series" with puzzles by Oskar van Deventer, for 1 player, ages 7+.



Repos

The expansion **7 Wonders Wonder Pack** by Antoine Bauza introduces four new Wonders for 2-8 players, ages 10+, which are Abu Simbel, Stonehenge, Manneken Pis and The Chinese Wall.





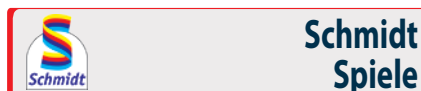
For Evolution, nominated for ToyAward 2013, the second expansion was shown, at the moment only in a Russian version, **Evolution Kontinente** by Dmitry Knorre



and Sergey Machin, this expansion introduces new habitats related to continents.



Я ТВОЯ ПОНИМАИ is a children game by Mihaid Krischkowa and Anna Zanadvoraja, this game, too, was only available in a Russian version.



The program this year again focuses on games for children and families with a clear emphasis on license topics and established game mechanisms.

Die Maus still is one of the strongest identification characters for educational and information topics, in 2013 **Die Maus**



Mausefalle by Ingeborg Ahrenkiel returns, 2-6 players, ages 4+, are mice chasing after

cheese, but already the first one is trapped and must roll if there is a shortcut or if a detour is necessary.

New with the **John Deere** license topic there is **Go, Johnny, Go!**; 2-4 players, ages



5+, drive their tractors along the ruddy track, must avoid mud ponds and take as many shortcuts as possible in order to reach the finish first.

Mia and me is still a relatively new license especially intended for girls: In **Mia and Me Rettet Centopia!**, a cooperative dice/board



game by Wolfgang Dirscherl 2-6 players, ages 4+, must save the unicorns together from evil Panthea.

Susan McKinley Ross, designer of Qwirkle, has also designed **Flieg mit, kleine Eule!**, intended to foster first games with rules and



first tactical considerations for 2-4 players, ages 4+, owls must be back in their nests at daybreak.

There are some new releases also in the range of take-me-along games, packed in nice tins:

For Janosch Komm wir Finden einen Schatz there are new: **Janosch-Quartett** for 2-5 players, ages 4+, and **Janosch-Schatzsuche**, a spotting game for assigning and memorizing, for 2-4 players, ages 4+.



Der Kleine Prinz has having more adventures in **Planet der Astronomie** by Inka and Markus Brand for 2-4 players, ages



5+; players assist the Little Prince and the fox to bring back the stars stolen by Astrologer Antoine to their proper places.

Planet der Zeit by Christoph Cantzler is a nicely educational game; 2-4 players, ages



6+, to assist the Little Prince in assigning



time, hours of day and night; the evil snakes makes clocks go haywire and the orderly sequence of hours must be restored.

The absolute classic game in the roll & move genre is given a design fitting the target group in **Mensch ärgere Dich nicht Kids** for 2-4 players, ages 4+, it is played with a color die, the color you roll indicates the spot you can move to.

Super Race by Dietmar Bockelman is a race game for 1-4 players, ages 5+; you must roll dice in order to reach the finish as fast



as possible, some spots demand rolling certain colors.

And this takes us to the new releases of family games:

For Qwirkle, Game of the Year 2011 in Germany, there was Qwirkle Cubes in autumn 2012 and now we get **Qwirkle Travel**, an elegant travel edition, the game mechanism is the same, for transporting the



game a nice zipper bag is provided.

Dice go Cards - The dice rolling hit Kniffel turns into **Kniffel Das Kartenspiel**, Ted Alspach has come up with this version for 2-4 players, ages 8+; it has previously been



published by Beziér Games as Perpetual Motion Machine.

Rummy, the next classic, goes by the name of

My Rummy at Schmidt Spiele and is released as **My Rummy Travel**, a travel version of the



game for 2-4 players, ages 8+, with the same mechanisms; the racks for the pieces are stuck together to form the travelling box.

Die Vergessene Stadt by Matt Leacock continues the story from the prequel



game Die Verbotene Insel; the adventurers managed to leave the island and are now stranded in a desert and have found the forgotten city; 2-5 players, ages 10+, must cooperate and together decide on the best tactic necessary to master this new adventure.

Сканбол Skanbol

The company of the same name, **Skanbol**, comes from Russia and was exhibiting in NEC; Skanbol is a dexterity game in which



you blow small balls from a blowpipe on targets set up in a game box; there are several games with different topics and you score for targets that you hit.

Spiel und Licht

An old game mechanism in a new design, **Kroknoll** instead of Crokinole, designed on the basis of old templates and played on



a square board; 2-4 players must snip the rings into valuable scoring positions.



Spin Master

After an successful entry into the games segment with Stomple and Hedbanz in 2012 Spin Master Games extends the range of games considerably:

In the Hedbanz family there is new **Disney Hedbanz** for 2-6 players, ages 7+; players must guess which popular Disney character they currently carry.

Hedbanz Act up for 2-6 players, ages 8+, extends the game mechanisms to



playacting abilities, which you must show while a timer is running, this version will come in autumn. One player must use pantomime to explain what the other one carries on his head.

Fibber explicitly allows 2 or more players,



ages 7+, to lie and cheat; if you do not hold a card with the current symbol you put down any card and hope that you are not caught; if you are caught you add another piece to your nose and resemble Pinocchio more closely with each cheat.

Links! Rechts! Ab in die Mitte! -clear commands relating to your own game chips, which you must hand over according to the result of the dice roll to one or your neighbors or put them into the middle or



maybe keep them. If you can defend your chips to the end you win.

A new edition of **Quelf**, the totally crazy party and communication game for 3-8 players, ages 12+, completes the program; you draw a character with special characteristics and then must master tasks accordingly while complying with suddenly appearing changes in the rules.



Again this year there are new games for some of the many licenses in the portfolio of Studio100:

Maja Wettflug über die Klatschmohnwiese is a movement game, in which 2-4 players, ages 5+, decide themselves if they



want to advance fast or slowly; slow is safe, fast means taking some risks.

Maja Tolle Polle is a memo game of take-me-along size for 2-4 players, ages 5+, the pollens you collected must be placed into a hole of the honeycomb, but the comb must not be overstuff, so remember closely



where you have put something.

To round out the range there is a **Maja Quartett** for 2-4 players, ages 4+, featuring images from the series.



For **Hotel 13** the game Check-In is expanded with **Check-In Erweiterung** for 2-4 players, ages 8+, players learn to travel



through time using the time machine.



Under its label Tactic the Finnish publisher Nelostuote again shows an extensive, partially multilingual program, albeit not in German. The range of children games is extended with several standard games like Memo, Lotto, etc., supplemented by **My first Alias**, a children's version of the familiar word explanation game, for 2 or more players, ages 4+. **Outdoor Alias** implements the game mechanism for 3 or more players, ages 10+, in an outdoor game.

Familiarity for 3-6 players, ages 8+, picks up the topic of families, you can get to know each other better and can laugh and communicate.



Haaste oder Wanna Bet? is a family game for 3-6 players, ages 7+, one player is given a task, the others guess if he will be able to master it.



Photoloco is a version of Pictionary for 3-6 players, ages 7+, one player scribbles onto an image, for instance food stuff onto the



image of a fridge, the others guess what he is scribbling.

Agony Aunt belongs into the category of party games. 3-8 players, ages 18+, try to find the best solution for the problem of another player in their own cards, for slow hair growth or sleepless nights.

The quiz game **iKnow** that was presented in Essen will now be published/distributed in German by Asmodee, 2-6 players, ages 15+, bet on answers and correct answers of other players.



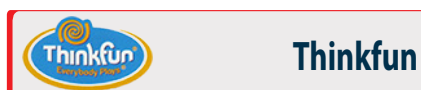


The Creativity Hub

At Rory O'Connor's boot there was something new for his wonderful Story Cubes, in the guise of the first small



expansion sets, called **Story Cubes Mix**: Three sets in different colors, Pink - **enchanted**, green - **prehistoric** and lilac - **clues** each hold three dice showing topic-related images which you can mix with other sets or use by themselves.

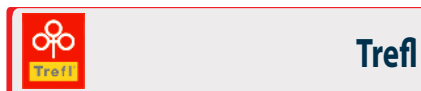


Thinkfun

The company famous for logical puzzles, distributed by HCM Kinzel, releases a re-launch of **Chocolate Fix**: there are 3 times



3 pieces looking like yummy chocolates which must be arranged according to templates.



Trefl

The Polish company is offering in its

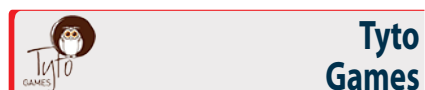


program also games in multilingual editions, new games are:

Gdzie jest Nemo? - Where is Nemo? for 2-4 players, ages 4+; this is a movement game in which you must take Nemo back to his dad and master many dangers on the way. **Polska w Budowie - Poland: Under Construction** is a game for the whole family on the topic of road construction in



Poland; 3-5 players, ages 8+, are managers and want to complete their contracts first.



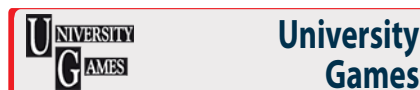
Tyto Games

Elementos by Sharon Katz reminds one of a version of Stone-Scissors-Paper, the game



holds three kinds of pieces with symbols for Wind, Water and Air; you must reach the opposing base line.

Final Act is a conflict simulation for 2 players on the topic of a war in the desert.



University Games

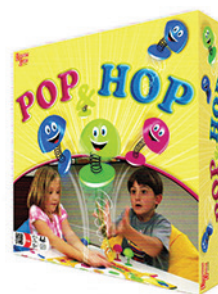
Only two new games are announced for the Dutch company, now distributed by Asmodee:

Don't Rock the Boat is a dexterity game



intended for 2-4 players, ages 5+; a pirate ship is rocking on the waves and players try to be first to place their penguins on the boat.

Pop & Hop by Harvey Kramer is the new



edition of an action game first published in the late Sixties; 2-4 players, ages 5+, must catch hopping playing pieces and then receive body parts in the color of the caught hopper to add to their personal manikin which they want to complete-



Valina

Kreithmeier-Valina Design presents wittily varied standard game mechanism; for instance, there is a range of so-called **hab's!**



RingMemo-Spiel, in which you must find pairs made up from a ring and the

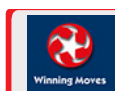


corresponding inner circle; topics are **Retro**, **Tierportraits**, **Emotion**, **Monstermix** or **Es war einmal - von Märchen & Helden**.

There is also a version for the classic **Stadt-Land** without pen & paper; you turn up a topic and a letter and get the card if you name a correct term first.



Princess. Each Junior Pack comprises a mini trump version, a memo, a quiz, a collecting game and a picture puzzle, all intended for children from ages 3 to 6.



Winning Moves

The company has again drastically changed goals for the company and also the program as regards to 2012, the focus is now on one hand on Top Trumps and variants of this mechanisms and on the other hand on topic or license version of classic games from the Hasbro range.

In addition to city and other regional editions of Monopoly there are new releases for **Monopoly Der Hobbit**, **Monopoly HSV** and **Monopoly World of Warcraft**, for 2-6 players, ages 8+.



New games in the standard series are **Der Hobbit**, **Deutsche Sehenswürdigkeiten**, **Die Monster Uni**, **Die Muppet Show**, **Disney's Planes**, **Gregs Tagebuch**, **Spider Man** and **Trash Pack** sowie **U-Boote**, **Flugzeugträger und Zerstörer**.

The new series of Top Trumps Collectors



Tins is extended with **Top Trumps Der Herr der Ringe Collectors Tin**, for 2-6 players; the tin comprises 60 cards, featuring 30 heroes from Middle Earth and 30 allies of



Sauron. When the eye is opened to take out cards Sauron is talking due to the integrated sound chip.

Top Trumps Activity Packs, announced for release in 2012, will now be released in 2013 under the name of **Top Trumps Junior Pack**, the series is starting with **Disney**



Wise Games

The game **Trench**, originally present 2011 by Runadrake Games, was now presented again at Nuremberg by Wise games: Trench



is an abstract position game for 2 players, ages 12+, by Rui Alipio Monteiro. You want to invade opposing territory out of the middle trench. Units are placed on a board of diamond-shaped spots, separated by the trench, the design causes some optical illusions. Each army comprises several units which move in different ways and over different distances according to rank.



Ystari

Already announced 2012 in Cannes, **Sherlock Holmes Consulting Detective**, a new edition of Sherlock Holmes Kriminal Kabinett by Raymond Edwards, Suzanne



Goldberg and Gary Grady for 1-6 players, ages 10+, is now released.

New in 2013 is **Spyrium** by William Attia, a game for 2-5 players, ages 12+, set in England in an alternate Steam-Punk



universe; you build factories for which you need workers and Spyrium; Spyrium is produced in one factory and processed in another one; the game is played in flexible rounds as each player decides for himself when changing from placement to activation.



Z-Man

Last minute: German editions of Z-Man Games - **Clash of Cultures**, **Pandemic** and **Walking Dead** will be published by Asmodee.



Zoch

The company offers a somewhat slimmer program than in previous year, but an interesting and varied one as usual:

Auf Teufel komm raus is a design for 3-6 players, ages 10+ by mother and daughter,



Tanja und Sara Engel, you bet on the number of coals gotten out of the fire and it is important not to encounter the devil who is hidden nine fold among the coal pieces.

Potato Man is a trick card game, packed in a box size new at Zoch, designed by Günter Burkhardt and Wolfgang Lehmann for 2-5 players, ages 10+, on four kinds of potatoes in four colors and four sizes: Gen-Potato beats Food Potato, but Potato Man



fill valuable sacks with smaller potatoes.

Vaca Loca, the crazy cow, has come to visit Earth together with her alien friends from Kuhranus, but unfortunately all visitors have been impatient and so got mixed up



in the beamer - in this reaction game by Iris Rossbach 2-6 players, ages 6+, must identify 20 aliens from 60 picture tiles, that are turned up one by one. When all three body parts of an alien are visible you must be quick to slap the head to save the alien! Visitors have arrived not only from Kuhranos, no, in Mucca Pazza visitors arrive on Earth coming from Kuhpiter; completely new animals which also have been imagined by Iris Rossbach for 2-4 players from ages 4 or 6; they do, did not take to travelling well and



have been mixed up, you need 30 animal tiles, 30 sliding tiles and a board to restore order.

Ritter Rost by Klaus Zoch is a game based on the film, which is also a first for Zoch; 2-4 players, ages 8+, can experience the adventures of Ritter Rost, too. He must win a lancet tournament, defeat a dragon and get the better of Prinz Protz in order to free Burgfräulein Bö; Bö and Drache Koks can assist Ritter Rost. Some very unusual idiosyncratic dice and also rules for playing cards are recreating the flair of the film.



Schicki Micki, a game of reaction and card collection featuring fashion and dress code in a Bird's Universe for 2-7 players, ages 7+, created by Jacques Zeimet, is re-launched with a new design. Players must spot infringements on the dress code and avoid them; you must knock or take a red or blue



piece or call out in case of a characteristic of the same color, all according to stringent rules.

We started with a family game and end the parade of new Zoch releases with a party game: **Brautkraut** by Anja Wrede and Christoph Cantzler for 2-6 players, ages 10+, has been packed into a food tin, and is the transformation of tongue twisters into a game of communication; in your turn you first name what is visible on the current card and then what is visible on the next card, so for instance, "Kleidblau wird Brautkraut",



and maybe you might even have to use traut or klaut or braut instead of „wird“.



Zvezda

The Russian company announces two new games:

Elven Castle for 1-5 players, ages 6+. The



Elven architects are tasked with building a castle for their Queen, you win if you build the highest arc.

Jabba-Dabba-Du takes 2-5 players, ages 5+, back into the Stone Age, where they are



Chief Hunters of their tribe on the chase for the fattest mammoth.

As regards to volume nearly an identical display of games in comparison to 2012, much that is challenging, witty, even crazy – only in playing the games we will find out if the current crop will keep what it now promises.

So, our thanks to Spielwarenmesse International Toy Fair and her exhibitors and see you again in Nuremberg in 2014!



Spielwarenmesse
International Toy Fair
Nürnberg



Reception at Schloß Faber-Castell for the presentation of the new game from Hutter "FEUER & FAMME - Ran an den Grill" (from left): Austrian Chef Johann Lafer, Ferdinand de Cassan, Dagmar de Cassan und Graf Faber-Castell

Designers and their games at NUREMBERG 2013

Abraham Louis

Chromino, Asmodee

Ahrenkiel Ingeborg

Die Mausefalle, Schmidt Spiele
Mauseschlau & Bärenstark
Deutschland entdecken, Ravensburger

Alspach Ted

Kniffel Kartenspiel, Schmidt Spiele

Altenburger Klaus

Zippers, Heidelberger Spielverlag

Andersen Martin Nedergaard

Rise or Fall, Foxmind
Voodoo Mania, Huch! & friends

Ast Helmut

Star Wars The Clone Wars Kampf um Malastare, Kosmos

Attia William

Spyrium, Ystari

Auerochs Robert

Bremerhaven, Lookout Spiele

Baars Gunter

Jolly Octopus MBS, Ravensburger

Barbati Mario

Dungeon Venture, Giochi Uniti

Bariot Jacques

Kemet, Matagot

Batos Hubert

City Tycoon, Pegasus Spiele

Baum Heike

4 zu mir!, Noris Spiele

Bauza Antoine

7 Wonders Wonder Pack, Repos Ali, Libellud
Der Kleine Prinz - Mein Zuhause ist zu klein, Heidelberger Spielverlag

Beim Peter

Move it, Baordgame asp

Ben-Aroush Koby

Four in a Square, Foxmind

Bockelmann Dietmar

Super Race, Schmidt Spiele

Boelinger Christophe

Archipelago Solo Erweiterung, Ludically

Bonnessée Regis

Seasons Enchanted Kingdom, Libellud

Borg Lionel

Fish Fish, Gigamic
Metal Card Adventures, Matagot

Borsuk Karol

Superfarmer, Granna

Brand Inka & Markus

La Boca, Kosmos
Martin Rütter Sitz! Platz! Aus!, Kosmos
Monsterfalle MBS, Kosmos
Planet der Astronomie, Schmidt Spiele
Potzblitz!, Ravensburger
Simsala Hopp, Kosmos
Village Inn, Pegasus Spiele

Brand Markus

La Boca, Kosmos
Martin Rütter Sitz! Platz! Aus!, Kosmos
Monsterfalle MBS, Kosmos
Planet der Astronomie, Schmidt Spiele
Potzblitz!, Ravensburger
Simsala Hopp, Kosmos
Village Inn, Pegasus Spiele

Breitenstein Kerry

Zombies!!! 9 Asche zu Asche, Pegasus Spiele
Zombies!!! X Suchtopfer, Pegasus Spiele
Zombies!!! 11 Todes AG, Pegasus Spiele

Breitenstein Todd

Zombies!!! 9 Asche zu Asche, Pegasus Spiele
Zombies!!! X Suchtopfer, Pegasus Spiele
Zombies!!! 11 Todes AG, Pegasus Spiele

Breton Dominique

Ignis, Huch! & friends

Büdeker Andreas

Sei Stark. Sag Nein!, Pegasus Spiele

Burkhardt Günter

Kuddelmuddel, Amigo

Die Welt, Kosmos

Just in Time, Ravensburger
Potato Man, Zoch Verlag

Cantzler Christoph

Brautkraut, Zoch Verlag
Hase hüpf!, Ravensburger
Planet der Zeit, Schmidt Spiele

Castro Jesús Torres

Templar, Queen Games

Cathala Bruno

Der Kleine Prinz - Mein Zuhause ist zu klein, Heidelberger Spielverlag

Catty Paul

Activity Codeword, Piatnik
Activity Die Oktonauten, Piatnik
Activity Original, Piatnik

Chalker Dave

Hai-Alarm, Bombyx

Chapeau Thierry

Quixo Pocket, Gigamic
Splash Attack, Gigamic

Chaplin Mark

Revolver, Pegasus Spiele

Chevallier Charles

Masques, Fantasy Flight Games
Nautilus, Libellud

Chiarvesio Andrea

Movie Trailer, HCM Kinzel
Olympus, Heidelberger Spielverlag

Chudyk Carl

Innovation, Heidelberger Spielverlag

Chvátíl Vlaada

Mage Knight Die verschollene Legion, Pegasus Spiele
Pictomania Geek Edition

Colovini Leo

Golden Horn, Piatnik
Incognito, Ares Games

Conrad Christwart

Säulen der Macht, Intellego

Cormier Jay

Belfort, Pegasus Spiele

Cornett Günter

Hey, danke für den Fisch, Heidel-

berger Spielverlag

Hej, that's my Fish!, Granna

Corral Alberto

Naufragos, Lookout Spiele

Cramer Matthias

tipoi Der Millionencoup, Ravensburger

Crapuchettes Dominic

Las Vegas Party, dV Giochi

d'Epeneoux Matthieu

Contrario, Cocktail Games

Daum Thomas

Bennis bunte Blumen, Haba

des Pallières Philippe

Die Werwölfe von Dusterwald
Charaktere, Lui-Même

Di Meglio Roberto

Battle of the Five Armies, Ares Games

Dill Aaron

Firefly, Battlefront Miniatures
Spartacus: Blut und Verrat, Heidelberger Spielverlag

Dirscherl Wolfgang

Linus, der kleine Magier, Drei Magier Spiele
Mia and me Rettet Centopial, Schmidt Spiele
Verhexte Fabelwesen, Haba

Dochtermann Sandra

Checker Can Quizspiel MBS, Kosmos

Dorn Rüdiger

Asante, Kosmos
Il Vecchio, Pegasus Spiele / Hall Games
Rabbids Das Kartenspiel, Kosmos
Top 5 Rummy, Ravensburger

Dorra Stefan

Banana Party, Queen Games
Feuer & Flamme, Huch! & friends

Dotor Alexander

Quest: Zeit der Helden Trollfutter, Pegasus Spiele

Dougherty Robert

Ascension Unsterbliche Helden, Gary Games / Marabunta

Draxler Elisabeth

Raketofix, Piatnik

Dreier-Brückner Anja

Prinzessin Lillifee Die Suche nach dem Bergkristall, Die Spiegelburg

Dubois Sébastien

Once upon a time, Hippocampus

Dumas Catherine

Masques, Fantasy Flight Games

Eberle Bill

Gearworlds: The Borderlands, Fantasy Flight Games

Edwards Raymond

Sherlock Holmes Consulting Detective, Ystari

Ehrhard Dominique

Crazy Circus, GameWorks

Eisenmann Brigitte

Quest: Zeit der Helden Trollfutter, Pegasus Spiele

Eisenstein Bernd

Peloponnes, Jactalea

Elliot MikeLost Legends, Queen Games
Thunderstone Advance Verfluchte Höhlen, Pegasus Spiele
Thunderstone Advance Ursprung alles Bösen, Pegasus Spiele**Engel Sara**

Auf Teufel komm raus, Zoch Verlag

Engel Tanja

Auf Teufel komm raus, Zoch Verlag

Ernest James

Geile Idee, Heidelberg Spieleverlag

Escoffier Bruno

Pixelstücke, GameWorks

Faidutti Bruno

Bongo, Heidelberg Spieleverlag

Falco Marsha J.:Five Crowns, Amigo Spiele
Set, Amigo Spiele
Xactika, Amigo Spiele**Falkenburger Katja**

Schokoklexx, Oberschwäbische Magnet-spiele

Feld StefanAmerigo, Queen Games
Bora Bora, alea
Brügge, Hans im Glück

Rialto, Pegasus Spiele

Feldkötter MichaelKaya Yanar, Huch! & friends
Via Appia, Queen Games**Finan Andrew**Kloo Race to ..., Kloo Games
Kloo Reader Cards, Kloo Games**Fiorillo John**Ascension Unsterbliche Helden, Gary Games
/ Marabunta**Fitzthum Thomas**

Wau Wau, Gartenverlag Fitzthum

Foulon Rachel

Ovo, Gigamic

Fraga Florence

Ka-Boom / Power Tower, Huch! & friends

Fraga RobertoContrario, Cocktail Games
Ka-Boom / Power Tower, Huch! & friends
River Dragons, Matagot**Franck David**

Pixelstücke, GameWorks

French NateGame of Thrones HBO Edition, Heidelberger Spieleverlag
Star Wars Das Kartenspiel**Führer Ernst**Activity Codeword, Piatnik
Activity Die Oktonauten, Piatnik
Activity Original, Piatnik**Garfield Richard**Android Netrunner, Heidelberger Spieleverlag
Android Netrunner Genesis Zyklus, Heidelberger Spieleverlag
Ghooost!, iello**Gary Justin**Ascension Unsterbliche Helden, Gary Games
/ Marabunta**Gene Jordi**

Crazy Lab, Amigo Spiele

Goldberg Suzanne

Sherlock Holmes Consulting Detective, Ystari

Goodenough JohnRelic, Heidelberg Spieleverlag
Talisman Der Blutmond, Heidelberg Spieleverlag
Talisman Die Stadt, Heidelberg Spieleverlag**Grady Gary**

Sherlock Holmes Consulting Detective

Guerard Frédéric

Titanium Wars, iello

Guild Christopher

Die Tribute von Panem, Kosmos

Haferkamp KaiDie monsterstarke Musikschule, Ravensburger
Miau!, Huch! & friends
Rund ums Taschengeld, Ravensburger**Håkansson Nina**

Nations, Lautapelit

Håkansson Rustan

Nations, Lautapelit

Harder Corinna

Black stories Shit Happens, moses.

Hawthorne Jerry

Maus & Mystic

Henn DirkAlhabra Erweiterung #6, Queen Games
Speculation, Queen Games**Henry Frédéric**

Timeline, Asmodee

Hiese Kirsten

Lappen schnappen, Haba

Hillebrecht Dirk

Wunderland, Pegasus Spiele

Hiron Maureen

Triple, Ravensburger

Hüpper Christiane

Teddys Farben & Formen, Haba

Hurter William H.Disney Princess memory, Ravensburger
Octonauts memory, Ravensburger
Zeitreise memory, Ravensburger**Hutzler Christian**

Vorsicht! Fuchs!, Haba

Hutzler ThiloDisney Jake and the Never Land Pirates Auf Schatzjagd, Ravensburger
Vorsicht! Fuchs!, Haba**Iennaco Luca**

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Jackson Steve

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DICKE LUFT IN DER GRUFT

*Sieh an, sieh an, die Gruft ist leer,
nun schnell hinein und Deckel zu,
auch keine Ratte haust hier mehr.
So find ich endlich meine Ruh'.
(Einstimmungsgedicht der Spielregel)*

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PLAYER 2-6

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AGE
6+

TIME
20+



Dicke Luft in der Gruft is a wonderful family game, in the literal sense of the word; most fun is had by all when young and old try together to bury their vampires; with children, especially with those under 10 years of age a scary-nice atmosphere develops which can result in cheerful whoops when opponents uncover a garlic bulb in there nearly desperate search for an empty grave - then the air gets really bad!

Sid Sackson's Legacy



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