

win

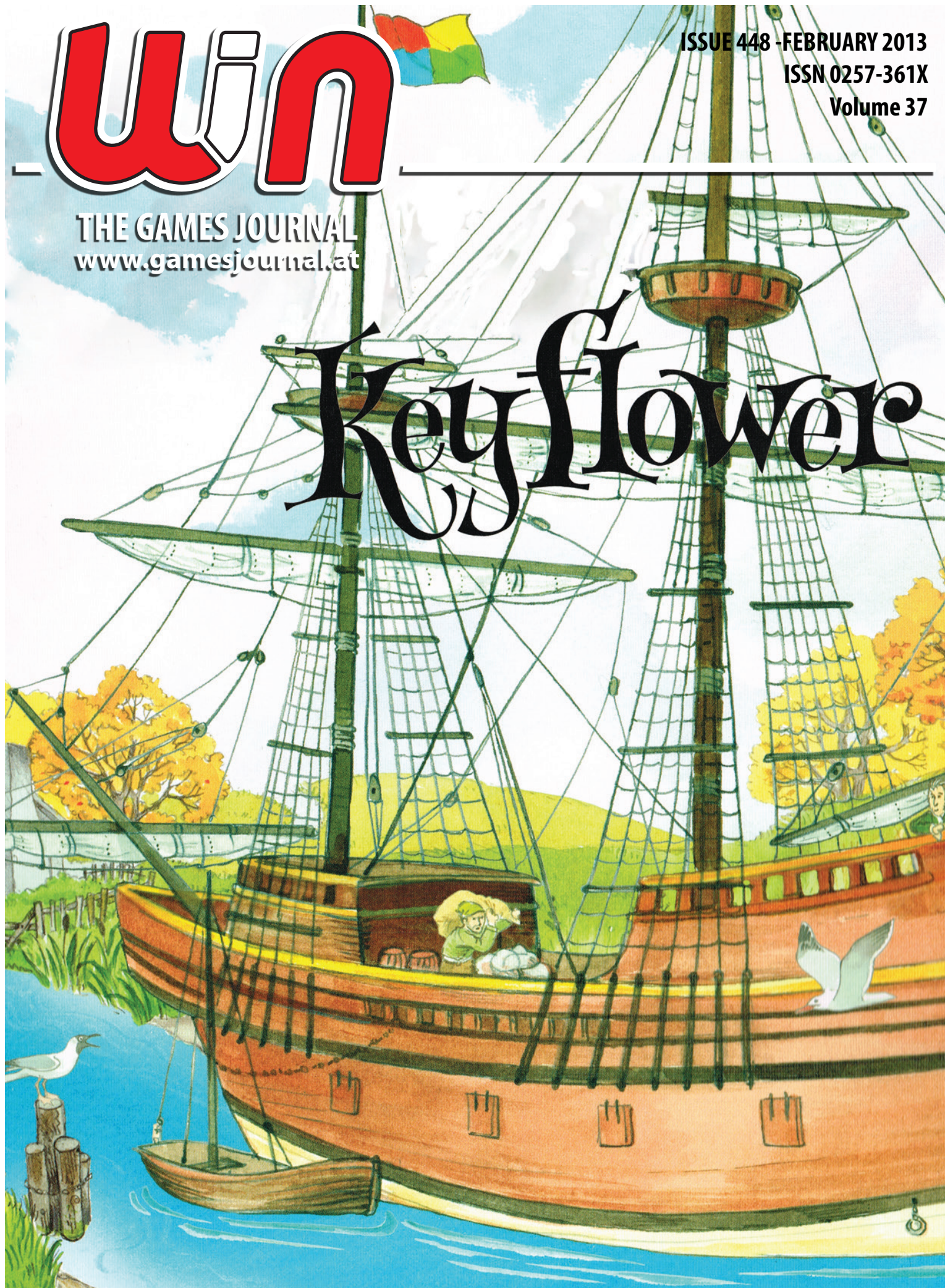
THE GAMES JOURNAL
www.gamesjournal.at

ISSUE 448 - FEBRUARY 2013

ISSN 0257-361X

Volume 37

Keyflower



INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 55 GAMES

LIFE OF KEY

KEYFLOWER

WOR-KEY PLACEMENT DURING THE FOUR KEY-SONS



Over the hills and far a-key, the „Keyples“ dwell with Richard Breese to-key.

From 1995 on those Keyples (related to Meeples, the Carcassonne pieces) have deforested “Keywood” to clear the undergrowth for the land of “Keydom”, in which they found freedom and prosperity. In 2000 they founded to city of “Keytown” there, which boasts of a “Keythedral” since 2002. After having achieved a remarkable “Key Harvest” in 2007 they have set up “Key Market” in 2010.

So “Keyflower” is already the seventh (Word) Game in the “Key” series, all of which are loosely connected also by their pastel watercolor graphics. From a game historians point of view the series is also of interest, because “Keydom” (aka Morgenland, Hans im Glück, 2000) is considered to be a co-founder, if not even the first example for a worker placement mechanism. After more than a decade worker placement games primarily cause a big yawn, even if the genre was enriched recently with “TZOLK’IN” (Daniele Tascini und Simone Luciani, Heidelberg Spieleverlag / Czech Games Edition) by a beautiful new specimen.

In „Keyflower“ once again we place our playing pieces on various production areas or tiles, in order to produce, among other things, wood, stone and iron and to transform those on other areas into victory points. So far, so good, but commonplace! Yet the game manages to convince a critic due to „key-ven“ reasons:

First, here an area is not blocked for the rest of the round (= one season of the year) due to being used, but can be used up to three times, and by different players (!) at that! As -Second - we are not restricted to our respective personal areas, but can place our workers also on areas of other players. A similar idea, which always resulted in a pleasant intense interaction among all the players, was seen before already in „Helvetia“ (Matthias Cramer, Kosmos) and „Ora & Labora“ (Uwe Rosenberg, Lookout Games), an idea, which on the other hand of course always results in a certain unclear or confusing situation and a very strong potential brooding factor: I must not only make the best of my own display/area, whatever, but must in addition also consider if I might not be better off when placing my worker(s) with a fellow player (even when this worker might be lost to me due to the once-in-the-game acquired revenue and maybe might

have to put his future labor at the disposal of my opponent).

Third - The production tiles are introduced into the game by and by. Each player starts with one home area/tile only, next to which in the course of game additional tiles - similar to “Carcassonne” - are added. The allocation of those areas/tiles is handled by an auction. Auctions, basically, are a rather intractable element in a game: Nobody knows how much something is really worth or, respectively, will be worth later in the game, the cogitation period before each new round of auctions can take up a lot of time and in the end one is irritated or annoyed because one has bid too much or not enough. Those disadvantages have here been defused due to the fact that they means of payment for the new tiles are the worker pieces, too, and as they are necessary to do some work, too, the mutual raising of bids stays within acceptable and therefore pleasant limits. In addition to that, during the first round - in Spring - we start with only eight workers; in following rounds your own workforce can increase, mainly due to corresponding production tiles.

Fourth - Workers do not come in colors assigning them to a certain player. Your workforce is marked instead by the fact that they are either working in your own display (that is, your own village) or that they - during auctions) are placed at the edge or corner of the intended tile that is nearest to the respective player using the worker. (So, in a game of six you’d best play at a hexagonal table). Very nicely done - in this context - is also the mechanism that there are no different phases for auction and production, as those things happen simultaneously. So you can, for instance, make a bid, when it is my turn again, I produce something, and in my then following turn I rise my first bid or bid for another tile, and so on.

Fifth: The color of the first worker that is sent to or used for a tile/area must be adhered to for the rest of the round. That is, should Player A use a production area/tile of Player B employing a red worker there, Player B himself can only send red work-

ers to this area/tile during this season. The joy about “winning” a red worker can be mingled with annoyance for Player B about the fact that he maybe has no red worker available anymore for this season. In addition to the three basic colors of red, blue and yellow there are also green workers. Those green workers must - as a matter of principle - first be generated using the corresponding production tiles/areas and are therefore much rarer than all other three colors of workers. This rarity gives great value to the green workers, especially for use in auctions: You can always secure a tile/area for yourself using one green worker only as long as now other player has green workers at his disposal or has already used them for another area/tile. This expectation/inten-

Harald Schatzl

Another highlight in the worker placement genre of games, in which, among others, auction, logistic and chance elements are integrated into the highly interactive game mechanisms

tion can of course be foiled by the fact when one of the other colors has been chosen for each area/tile and your green workers must sit around idly behind your screen and wait for the next season.

Sixth - It is often not enough to simply produce resources or simply to own them in order to transform them into victory points; most of the time you have to transport/relocate them to certain other areas/tiles. This on the one hand introduces a nice logistic element to the game mechanics and, on the other hand, players therefore strive to lay out their respective auctioned tiles with the shortest possible transport routes to achieve the desired result in the most effective possible way. This more or less purposeful puzzling of your own display adds another nice aspect to an altogether very



satisfying game experience.

Seventh (or „Key-venth“) those victory points: Those points can be accrued from lots of different sources, with most of them only materializing during Autumn and Winter. With the Autumn season tiles are auctioned which, among other things, reward you for the production of wood, stone or iron. As in each round always only a certain selection of the total of 12 season tiles appears in relation to the number of players in the game, it can of course happen that a previous production of wood does not yield any revenue or that an opposing player wins the respective victory point area/tile in auction; contrary to production areas/tiles you cannot use the victory point areas/tiles of another player. Something similar to this goes for Winter tiles: Those tiles are secretly allocated to players already at the start of the game, so that you - in a way - can accept them as a special order and can adapt your game play to them; but if you manage to acquire the desired winter areas/tiles in the end will again rest with the outcome of a thrilling auction.

The potential frustration resulting from this mechanism - already one auction that you won or lost can result in a dramatic difference in the number of victory points - as well as the element of chance are integrated that well and in an unobjectionable way into the other mechanisms of the game so that one is more than ready to accept them as part of the game play.

The pastel water-color design of areas/tiles is a question of taste, you like them or you don't, of course, but it must be pointed out that the six screens have all been given an individual design, too. The shape of the (very many) playing pieces is by now a classic, and as regards to all other aspects the game box is well filled, too. A nice service is the more than sufficient number of zip-loc bags included with the components for a well-sorted storage of the piece.

The rules in general are acceptable but, especially in the German translation, in parts worded a bit awkwardly. Before your first game you should take time to read through the rules at least twice. Real misinterpretations, basically, can only result from the description of the course of an auction: This description creates the (wrong) impression that you must remove your workers from a tile in case you are outbid (as happens in many games since „Evo“ by Philippe Keyaerts or „Amun Re“ by Reiner Knizia): In fact, you can raise a currently outbid offer, even several times, but you can also decide to send out workers previously used for an outbid offer to do a completely different job.

All in all, the rules expenditure is nicely limited and offer an astonishingly free game

experience, encumbered by only very few restrictions, so that more than the limited group of experts will have a chance to appreciate „Keyflower“. This fact is also supported by the clear and concise graphic design denoting the possibilities provided by the respective production areas/tiles.

Despite the fact that there is no real story at the back of the game, the game provides a very lively and alive flair: You expand your village, employ your workers, enjoy your production processes and the transport of resources; you are anxious if you will acquire the tiles you want to have and are aggravated over intentional or unintentional interference by other players. As in all games on optimization the game mechanisms here, of course, demand a certain interest in solving logic puzzles (as once formulated by the Constitutional Court). In response to the progressively more confusing display with every additional player in the game the only four rounds of the game can be drawn out into a game of several hours. On the other hand, „Keyflower“ provides very active game play for two players only with a playing time of only about an hour, especially as in a game for two no abstract feeling is created in contrast to many other games for two. ☑

Harald Schatzl

INFORMATION

Designer: S. Bleasdale, R. Breese

Artist: Juliet Breese, Jo Breese

Price: ca. 44 Euro

Publisher: R&D Games / Huch 2012

www.huchandfriends.de

PLAYERS:

2-6

AGE:

12+

TIME:

90+

EVALUATION

Optimization game

With friends

Version: multi

Rules: de en

In-game text: no

Comments:

7th game of the „Key“ series * A trial game seems opportune * Brooding and frustration potential is given * Chance element barely visible * Plays very well for two players

Compares to:

All worker placement game

Other editions:

Currently none



40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

Lent is a quiet time and should be ideal to find time for playing games, what better opportunity is there for getting acquainted with people and to laugh together?!

But, after all, the amount of fun to be had always depends on the game that is on the table! Do I have to struggle to find my way in the rules and in the game itself or is the flow of the game happening so fast that I cannot wait to make my move and simply forget about my right-hand neighbor?

Yes, playing games can be a happy event for the whole family when the right game is on the table. And to make sure that this is the case for you our WIN The Games Journal offers current information to the most interesting games, month for month, for each age group and any imaginable interest.

When we add up Essen and Nuremberg we did present 1682 (1060 + 622) new games in those two special issues of WIN.

Only we can help you with that amount of games!

Check out also our games data base LUDORIUM, at <http://www.ludorium.at>.

WIN The Games Journal is available now also as an eBook and as Kindle in German and English and so can be even more easily read then a PDF on the respective modern devices. When you like our WIN, please become a subscriber!

We have a PayPal account, so the payment of € 6,00 for an annual subscription can be made easily and safely, see also <http://www.gamesjournal.at>

The printed edition of our Games Handbook (Games Companion) GAME FOR GAME 2013 is available from SPIELBOX-SHOP.

Info: <http://www.gamescompanion.at> ☑

THERE IS MANY A CASTLE IN FRANCE

LA LOIRE

TRADE AND POSTAL ROUTES BETWEEN
CHAMBORD AND VILLANDRY



Is said that there are more than 400 castles which enchant visitors along the Loire and subsidiary valleys. The names of Chambord, Amboise, Chinon, Chevin and Villandry - to name only a few of them - have brought back memories of an unforgettable holiday, of a trip that I can only recommend to everybody. So, when I discovered the game by "Mind the Move" in Essen, I decided instantly to buy the game, especially as designer Emanuele Ornella was familiar to me (from *Oltre Mare*, 2003). So there was nothing for me but to go to the booth and buy the proverbial pig in a poke. Well, as we have arrived at proverbs: Not all that glitters is gold! My reasons for that are coming up:

It starts with a rulebook of six pages that

comes across like one of 340 pages; which not necessarily must be wrong, despite my being not in favor of games for which reading the rules takes longer than playing them. But here I must criticize that the main portion is printed so small that a magnifying glass would be useful.

The Board:

The board is put together from four parts that are assembled like a puzzle and are meant to depict the valley of the Loire from Nantes to Orleans and show 20 townships and castles. This plenitude means that the locations in relation to the size of the board are only 2 or 3 centimeters apart, which not only renders the board confusing but turns into a real problem when playing with the

full complement of four players. On both sides of the rivers, to the north and south, a road connects the different locations. In the right-hand top corner you find a track holding seven tiles that can be removed from the board, I will get back to their meaning later.

The game play:

Each player is given a trader (playing piece) and a Messenger (Wooden Cube) as well as a ship (wooden disc) of his color. Furthermore, the game comprises horses (white

Rudolf Ammer

Unfortunately the game suffers from bad graphics as well as from a board that is way too small

discs) which influence the range of pieces. Apart from the fact that this configuration is rather commonplace and uncreative (ships have been represented much better in lots of games) the use of traders or messengers together with horses turns out to be very cumbersome and demands - due to the narrowness of the board - a lot of motor



skills from players.

The Trader begins his game in Nantes and the Messenger in the opposite direction, in Orleans. The Trader can in his travels buy the commodities assigned to the respective villages (Beer, Grain, Wood and Cheese) which he then can sell in town. With the exception of wood the limit for all other goods is one unit! The tiles I previously mentioned regulate the buying price for commodities from 1 to 4 Denars due to changing arrangement of the tiles on occasion of a buy. After each buy the corresponding tile goes to the utmost right and raises the price to the maximum while the tile previously there moves to the left and results in a lower price for the commodity. When the Trader is in town he can acquire buildings (farm, monastery, and castle) for the villages or set up a palace in town. This helps him to acquire advantages for future buys. On top of this your own ship moves downstream on the Loire river which results in one three ways to accrue victory points.

Procedures are encumbered by the fact that there must be equilibrium on both sides of the river, meaning that you can only set up an additional building of any kind when such a building exists on the other side.

Another way to acquire advantages is to buy a character card. Those cards are available from the "Circus" that moves from location to location. Character cards change the respective commodity limits or extend your movement possibilities or reduce costs for buildings etc. Twenty of those possibilities are available, a detailed description of all available characters is clearly beyond the limits of this review. It is important to know, though, that the cards are coupled with victory points, thus providing the second means to acquire points and to win.

Let's take a look now at the second character in the game, the Messenger. He is meant to represent the postal service that was set up in the Loire valley in the 15th century. While the Trader moves between locations to acquire low-priced commodities in order to sell them with a profit in Orleans or Nantes the Messenger moves in the other direction to acquire "messages" and to deliver them. Those messages have a value of 1 to 4, and you need an apprentice or assistant character card to deliver messages of higher value. On the one hand delivered messages create income, but more important on the other hand are victory points marked on them, representing the 3rd means to win the game.

Now we take a look at the components of the game, which in my opinion have been chosen rather randomly and without an eye on possibilities. There are better ways to represent horses and ships than using discs of different color. To use a plain Pöpel for the Trader might just be tolerable,

but to use a simple wooden cube for the messenger as well as for a message, only a bigger one, is, to say the least, rather rather unimaginative.

Well, I was not expecting horses similar to those from the classic "Jockey" game, but the lure of a game partly is in its components, isn't it? Just think of "Myrmes" and its cute ants! No comparison there! In my opinion the graphics of the game did leave the designer rather stranded. There are game boards that simple force you to try out the game, independent of its quality (Waka Waka comes to mind, where the game board scores higher for me than does the game itself). But there's no accounting for taste! What could have been achieved as regards to visual effects with a bigger board! With the one provided the famous magnificent castles are depicted as meager houses. But maybe my expectations have been too high and thus could not be met by the game and have resulted in my rather harsh verdict. For me, La Loire is a simple movement game that has been overdone and rendered unnecessarily complex and also made more difficult due to the narrowness of the board. I would advise to go to the Loire Valley directly, you will have more fun this way. ☑

Rudolf Ammer

INFORMATION

Designer: Emanuele Ornella
Artist: Mattia Mentastra
Price: ca. 35 Euro
Publisher: Mind the Move 2012
www.mindthemove.com

PLAYERS:

1-4

AGE:

10+

TIME:

120+

EVALUATION

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

Comments:
 Very simple, only functional components * Board is too small for a full complement of players * Rather simple mechanisms

Compares to:
 All games where you buy in A and sell in B

Other editions:
 Ystari, Frankreich



My rating:



GAMES BUYER INFORMATION SYSTEM - GABIS

STRUCTURE

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

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

USER GROUP

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

Kinder:

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

Familien:

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

Freunde:

Young people and adults play together as equals

Experten:

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

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

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

FEATURES

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

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

Chance:

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

Tactics:

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

Strategy:

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

Creativity:

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

Knowledge:

Cultural and educational knowledge, long-term memory

Memory:

Remember, learn by heart, short-time memory

Communication:

Talk to each other, negotiate, inform

Interaction:

Influencing each other, bluffing, auction

Dexterity:

Motor skills

Action:

Body movement, balance and reaction

ADDITIONAL INFORMATION

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

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

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

FIGHT WE MUST

STAR WARS – ANGRIFF DER KLONKRIEGER

JEDI VERSUS DROIDS



I am always on the search for a game that will be fun for the whole family and - for optimum play - equally involves all members of the family. When a game using cooperative mechanisms is published we are for it and it ends up on our game table. When then one or more of these present are declared fans of the Star Wars Saga we can kill several birds with one stone.

I can come out at this point, I am not a fan of the first minute, my father did forbid me to go and see the first film, but from the moment of being of age I am part of the Star Wars universe. I always considered myself to be rather informed on Star Wars, but my 10 year old son has taught me differently. What he has acquired in knowledge astonishes me again and again and when I look into his room I only see Lego ships and troopers and buildings from the saga. I think among the two of us he is the bigger fan. From this point of view I could not disregard this game either, because he would not have excused this.

The game tells the story of the end of Episode 2, when the Jedi Knights fight for survival in the arena of the Geonosians after

coming to the assistance of Anakin Skywalker, Padme Amidala and Obi Wan Kenobi.

The game box is the traditional big square Kosmos box, in which Settlers of Catan has been packed, too. The graphics have been taken from the film and show the acting personae. What irks me every time I look at it is that the box also shows Darth Maul, who has died in the first episode and only comes back into the story (by way of rumors) together with his brother in the Clone Wars. But he seems to belong to the corporate identity, but Yoda belongs to it, too, and he would have been a better pick, as he appears in Episode 2.

The game board shows the arena on Geonosis, shaped like a hexagon made up from 113 small hexagons which are arranged in 27 different areas. Those areas are made up from 3 to 6 hexagons. At the center of the board you find 4 spots showing the three columns to which the heroes were chained in the film. Those spots cannot be entered throughout the game.

Players place their markers in the vicinity of those four spots, preferably you choose smaller areas, because the larger areas of 5

and 6 hexes should be emptied rather at the end of the game, but more on tactic later. Each area has its own tile and at the start you randomly draw 12 of those face-down tiles.

On the hexes of the areas denoted by the first four tiles drawn you place droids of Strength 1, the second 4 areas drawn are filled with super droids of Strength 2 and the last four areas are filled with Droidikas of Strength 3. Hexes that are occupied by player markers are not filled with droids. The Force marker is placed on area One of the

Kurt Schellenbauer

At long last, a cooperative game again, which gets rather boring quickly due to lack of alternate strategies, but still a good game for families and Star War fans.

track which goes up to Ten.

In each round three standard task cards are laid out and one card from the red stack. Those cards from the red stack are numbered and you start with Card #1. The task cards set conditions for dice or sums of dice that need to be placed in order to complete a task. Should you not be able to complete standard task, additional droids of different strength enter the game or you lose a certain amount of Force. When you cannot complete a red task, the game wins instantly.

Each player starts with a combat board for their chosen character, in relation to the number of players you choose the correct side and 16 dice are distributed among players; in case of three players the boards tell you who is given the 16th die.

Around the arena there is a track on which each step of the game is depicted and you can complete them one by one by moving the cannon boat along the track. This enables you to keep track of the game. When the set-up of the game is done, each player takes one of his dice and all roll them simultaneously. Then players confer together how to best use the dice result. Then you roll another die and deliberate until all 16 dice have been placed.

What do I get for placement of my dice? On the one hand you need them to complete the demands of the task cards, and on the other hand there are spots on your combat board which are different for each player. To the left of the board you have spots for direct combat, the middle shows spots for acquiring Force - they are identical for all players - and the right-hand side of the board shows special areas for Force and indirect combat, for dice results from 1 to 3.

There are characters for combat alone who receive bonuses on dice when those dice are used for direct combat, and then there are player characters who receive more Force and may remove certain droid tiles



from the board, this is called indirect combat.

This difference between direct and indirect combat is made for one reason: In direct combat your marker on the board must be able to reach the droid tile you want to fight and your marker can move after combat. To jump over tiles or markers is not allowed.

In indirect combat this need not be the case, but you cannot move your marker after combat either. This is important as - at the end of possible conflict - you check for areas that are completely empty. If they are not completely empty each hex is refilled instantly unless a marker sits in one of the free hexes in an area.

Using the middle area of the combat board players can acquire one unit of Force with a dice roll of 2 or 3, two units of Force with a roll of 4 and 5 and 3 units of Force with a roll of 6. This amount is added to the Force track, usable for all players. The amount of available Force can never exceed Ten. Should the amount of Force fall to Zero or below Zero the game has won instantly.

For direct combat you use your dice results plus bonuses and take droids of all three classes equaling this total off the board. Then areas that are only partially empty are refilled and then you check if task cards have been completed. Then droids of different strength enter the arena by drawing face-down area tiles as you did at the start of the game and the track tells you which kind of droids enter the arena.

At this point new task cards are laid out and a new combat round starts. This scheme is enacted five times and ends with the arrival of droids in the arena. Then you check for which of the three kinds of droids there are fewest left in stock, because this number is deciding the rank players achieved in this game. If 1-4 droids are left you are a Jedi Youngster, a Jedi Padawan in case 5 to 8 remaining droids, a Jedi Knight in case of 9 to 12 and a Jedi Master in case of 13 or more remaining tiles-

If it should happen that all tiles of a kind of droids are on the board the game has won instantly.

One must pay one's respect to the designer duo because to develop a game based on a film or a merchandising product is extremely difficult, as one is usually rather restricted in using one's ideas. It is not the development that is necessarily difficult, but the game must be playable and this is the challenge. The designers have mastered this well, the game is well-made and they have managed to mirror the combat situation in the arena and to integrate the flair of the film into the game. One really feels transported into the arena in the middle of combat.

In a variant provided in the game you can

move R2D2 around the arena, he must first pick up C3PO's head and then take it to the body and put the head back on. For this task you must allocate 2 to 3 dice to complete it. Another variant gives you the opportunity to reduce the number of droid tiles in stock. At this point an apology is due to all who do not have much truck with the Star Wars universe and a thank you for having reached this point of the review.

As one being in the know I might have assumed knowledge from you on lots of characters and other terms; I could fill this complete issue easily with explanations to make everything clear but that would be a misappropriation of this journal. It is better to leave you in the fogs of lacking information and we clear it up in a personal talk or, even better, you ask my son.

The components of the game are, of course, graphically excellent, due to stringent prerequisites from the License arrangement, but that the player markers and the cannon boat are beautiful plastic pieces is surely thanks to the publisher. These figures can be nicely painted, too. By the way, the player markers impersonate Anakin Skywalker, Obi Wan Kenobi, Kid Fisto and Mace Windu.

The rules are very easy, simple, clear and nicely structured. They basically leave only one question unanswered: When the area tiles have been all used for the first time they are shuffled and re-used. Do the drawn tiles need to be kept secret or can I look at which are already gone? We have played it this way, because everything else would have complicated matters unnecessarily if you would have to remember which tiles have been drawn and would add nothing to the fun of the game, but rather hinder it.

Should you draw tiles in the second run that are already filled you discard them and draw new tiles.

Let's take a look at tactic and also at the problem of the game. Unfortunately, there is only one tactic. But I must mention that after lots of games we are way beyond the point of only wanting to survive; we want to become Jedi masters. But this so far was out of our reach, we did not even manage to become Jedi Knights.

Well, we have pondered and calculated, we have found out that there are three task cards for which it is better not to complete them because the dice you need to set on them need more points than you would have to spend to defeat the droids that would come into play for the uncompleted task. And we have learned the empty large areas only when they are discarded in the second run, because this way droids only pour into areas of three or maximum four hexes. We always kept an eye on which class of droid had how many tiles in stock. Using one unit of Force you can raise or lower the

result of a die by one point.

We never achieved a better result than 8 and so we are still Jedi Padawans, apprentices in the Jedi School. So, the game falls back on luck of the dice or on the question of drawing lots of small areas at the beginning or lots of big ones. When lots of small ones arrive it is easier, the same goes for exact dice results. If you have the right areas the dice do not comply and if you roll nicely then the areas will be wrong.

This in turn is not very satisfactory and the game fizzles out because of this, because only addiction will entice you to go on and to try the impossible. When you have managed Jedi Knight level you will surely stop to play and the game will end up in a corner never to be played again.

But I have to remain realistic, because this challenge is not valid for a family game and for fans of Star Wars. For them, the point of the game rather is the flair of Star Wars or cooperation in a game. In this case you will also not play 12 games in a week but one now and then and then you will have fun with it for much longer.

All in all a nicely made game based on the film offering all that can be desired to families and fans. ☑

Kurt Schellenbauer

INFORMATION

Designer: Inka + Markus Brand

Artist: SENSIT Communication

Price: ca. 33 Euro

Publisher: Kosmos 2012

www.kosmos.de

PLAYERS:

2-4

AGE:

8+

TIME:

45+

EVALUATION

Cooperative placement game

For families

Version: de

Rules: de

In-game text: no

Comments:

Clear, easy rules * Cooperative game * Film nicely implemented * No alternate strategies

Compares to:

First game of this kind

Other editions:

Currently none



My rating:



FRUIT, FURS, SALT, TEE ...

WAKA WAKA

TRADE IN AFRICA

10+

You as a player are busy trading in Africa and you try to acquire the necessary combination of commodities in order to be first to climb the top status level.

The board of the game is graphically very attractive, you look at a small village that is situated next to a river, and then there are, typically for an African Savannah, some

elephants and giraffes. The components comprise: four status markers of different colors which represent players on the status boards. There are two status boards that are printed on both sides and show the prerequisites for the individual levels. So there are five different possibilities for level prerequisites.

84 commodity tiles represent six different goods - fruit, fur, salt, tea, cloth and jewelry - of 14 units each. In addition, there are 56 gold pieces of values 1, 3 and 5, one fire tile which shows a camp fire on one side and an extinct fire on the other side, plus 66 cards. The components with the exception of markers and card is made of sturdy cardboard. As I have mentioned already all components are of very attractive design and impress with the graphic images and with clear structures. On the board you place the commodities, face down. A small stock of commodities is on show open-faced, this is used for taking and exchanging commodities.



The game is played in clockwise direction, started by the player who sits next to the elephant depicted on the board.

In his turn a player can play up to three cards, as depicted on the board. Then you draw cards or take gold. The more cards you played in your turn the fewer cards or gold you can take. If you do not play cards at all you draw three cards or take three units of gold or any mixture of gold and cards. In case of one card played you take two cards/gold units; in case of two cards played one card/gold and, in case of three cards played, you get no supplies at all.

Astrid Willim

„Waka Waka“ is an entertaining family game that is graphically very attractive and relatively easy to learn.

After each card you play the instructions/effects are implemented immediately. A soon as the player is done with playing cards he takes cards and/or gold accordingly from stock. On the game board there is a card placement spot for each player on which he can always check how many cards he will get when he has played has cards. Whatever you play, you can never have more than six cards in hand at the end of your turn. Cards you played are discarded at the end of the turn and the boats refilled with commodities before the next player starts his turn. Some cards can also be utilized by other players, when they show a gold symbol in the top left hand corner. To use such a card you must pay one piece of gold to the owner of the card.

The most important card in the game is „trade. This card offers you a choice between three different actions: Buy commodities, sell commodities or advance one status level. As soon as a player wants to buy commodities, using the symbol with the boat on the card, he decides on one of the boats and pays the respective costs. Then he takes all commodities from the boat and places them on free spots in his commodities display. In case of a surplus the player decides which commodities he outs back into stock. When a player would prefer to sell commodities this is denoted by the lower symbol on the card. It shows that two identical commodities must be discarded and earn the player 10 units of gold.

Should a player have collected the necessary commodities depicted on the status table to advance one status level, he can use the card „trade“ to do this. The card shows a Pöppel for this and an arrow pointing upwards. The next-highest level on the table shows which commodities you need to

reach that level. Those commodities must be discarded and the marker is advanced. What happens if you do not get the coveted „Trade“ card? Well, in this case you can discard any combination of three cards and simulate „Trade“ with this. Those cards of course then are treated as if you played one card as regards to supply.

The status tables depict certain commodities that are demanded, but also symbols for each kind of commodity, when two symbols are present twice each, that is, a total of four symbols, this means that you need two units each of two different commodities in order to advance by one level.

In addition to „Trade“ there are some other cards allowing different actions; there is for instance the Chimpanzee, who allows to draw an additional card and to look at two face-down commodities in a boat. The Drummer can be used by all players, when they pay one unit of gold to the owner, and allows to discard between one and five cards and to draw the same number of cards from the pile. The Seer, like the Porter and the Collector, too, can be used by all players and allows you to draw two cards. The Porter swaps a commodity with one from stock and the Collector earns you an additional commodity from stock. The Rain Maker earns you an amount of gold equal to your status level, the Tribe Elder makes another player reveal all hand cards and lets the active player use one of those cards as if having played it himself. The other player keeps the card and can then swap a card and the Flare Thrower duplicates the card that was played before.

A card that massively influences the game is the Shaman. This card enables you to advance on status level by payment of 12 units of gold. This is only possible, though, when the fire tile is showing the burning fire at this point in the game. Should the fire be extinct you cannot play the Shaman. The fire tile is always turned over to the other side when the card „Shaman Fire“ is drawn. If you draw this card you must reveal it instantly, turn over the fire tile and draw a replacement card.

The game ends when a player has reached to top status level. The current round is finished. Should then more than one player have achieved top status, the winner is the player owning the most gold. Should there still be a tie the winner is the player who advanced last to the top status level.

It is interesting to know that this game had a predecessor, that is, „Jambo“. The graphic design is the same, but Jambo was a game

for two players only. The cards in Waka Waka are in parts identical to those from Jambo, the commodities, too, but in Jambo there are items that give you certain advantages and the market spaces can be expanded. You always have five actions to implement which you can use to play cards or draw cards. There are also commodities cards that show which commodities can be bought or sold, with a different price applying for both actions.

„Waka Waka“ definitely belongs to the genre of family games. The element of chance unfortunately is very strong, as the cards depend solely on luck of the draw. Furthermore, the game very often ends in a draw, triggered by the fact that someone is able to use the Shaman in the last round, climbs the last step and claims victory, too!

„Waka Waka“, the motto, which means something like „up and away“ or „let's start“ should be program! You embody a trader and must see to it that your trading flourishes. All in all „Waka Waka“ is a nice game that provides fun also for inexperienced players. ☑

Astrid Willim

INFORMATION

Designer: Rüdiger Dorn

Artist: Pohl & Rick/ Michael Menzel

Price: ca. 22 Euro

Publisher: Kosmos 2012

www.kosmos.de

PLAYERS:

2-4

AGE:

10+

TIME:

60+

EVALUATION

Tile collecting
For families
Version: de
Rules: de
In-game text: yes

Comments:

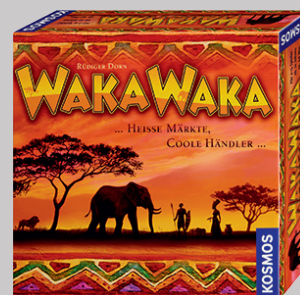
Clearly structured flow of the game *
Very pretty design * Easily understood rules

Compares to:

Jambo

Other editions:

Currently none



BEWARE OF THE WATCH PATROL!

YEDO

STRATEGIC POWER PLAY WITH ALL YOU'VE GOT

„I'll go and make some coffee in the meantime“, Carmen announced when I did spread the huge amount of components from Yedo on the table. There won't be much room left when the huge, but fantastically coherent and harmonious board is spread on the table. All the same, nearly 170 cards in different sizes and with different uses want to be stored on it and next to it, as well as 40 weapons tiles, seven Geishas, five Blessing markers, one personal storage board for each player, upgrades, cardboard coins and 38 wooden playing pieces and markers.

„Setting up this thing takes longer than the

game itself!“ I am not paying any attention to comments from my player friends who will take up the roles of five clan chiefs in 17th century Japan - also because they are wrong. Because Yedo takes at least two or three hours to play and setting it up does not take that much time. After Carmen has returned with a steaming mug of coffee to the table, where in the meantime all is in its place and offers a wonderful overview over seven districts in Yedo from the castle district to the red-light district we can start!

Something for everybody

You like auctions? Then you are okay with Yedo! You love free trading as in settlers?

Then you are lucky, too! You fall for classic worker placement or rather prefer event cards, which influence a game drastically, as in *Säulen der Erde*? Congratulations, you have come to the right game! Because all this you can find in Yedo. And saying this, we have already presented the individual phases of the game, that are implemented a total of eleven times each.

Basically, we aim for prestige points, as so

Stefan Olschewski

Despite the fact that the plenitude of components and the copious rules are rather daunting at the start, the first game shows how logical and stringent the flow of the game runs. An impressive tidbit for expert players, which might entice families to try it due to the beautiful design, as the age recommendation seems a bit high in the end.

often in a game, which are mainly awarded for the completion of secret mission cards. What exactly we have to do we learn when we turn the cards over, but do know in advance that it is potentially more difficult to complete a yellow or a red mission than a green one. The black missions are the hardest to crack - for this we might have to assassinate someone or the other at some point. All this happens completely without bloodshed, because to complete a mission means that the prerequisites must be met. So you might have to have your own men in certain districts while at the same time owning certain kinds of weapons or upgrades or must discard special tiles or pay money. This in turn is rewarded as stated on the card, with money, additional cards and - at long last - also with prestige points.

At the start of each round you cheerfully bid for action cards, bonus cards, weapons, disciples (playing pieces) mission cards and whatever else might be lying around on the board. But, you can only place one bid, that's it! If you started the auction you are allowed to change your bit once and then the winner of the auction is known. If you do not want to bid you pass and receive three coins from the bank.

In the Event Phase the market is replenished with new weapons and an event is revealed that applies to all players, but against which you can protect yourself by discarding money or a Blessings marker.

Following this event phase the playing pieces, called disciples in Yedo, are placed in turn on the board or into upgrades on your personal board, before the Watch Patrol comes into play in the truest sense of the word.

Go to prison



The seven districts are arranged in a circle around the Watch Patrol's tower and this Watch Patrol is making his regular rounds in Yedo. Whoever he finds when he enters a district by means of the one step he is allowed he arrests and puts him back into stock. So it is good that you can influence the Watch Patrol's movement with action cards or use them to protect yourself from being arrested. Whoever is left on the board afterwards and has his disciples in the Market or Tavern district, can now trade and barter to his heart's content with others present there, regardless if the commodities are money, weapons, geishas, action cards or bonus cards. When this is done the actions of players are implemented, that is, the placed disciples are activated.

Multiple effects of board areas:

Each area in a district has very special effects which can give you for instance an additional disciple, a Geisha or additional money. In the Tavern district you can also acquire an upgrade for your own clan House (player board), in the Market district you can buy the coveted weapons. To list all options here is not necessary, the plethora of options which of course you cannot make use of as intensely as you would want to, can be imaged easily now. Alternately, and that is the mean think, you can use your presence in a district to complete a mission which, among other prerequisites, demands the presence of a piece in exactly this district. This of course, loses you the direct effect of the district.

The missions in turn are the meat and bones of Yedo and earn you all that what you can otherwise only acquire painstakingly, one by one, and usually for good money in the individual districts - albeit in higher numbers. There are four different kinds of missions in play, of different levels of difficulty for completion. The harder a mission is to complete the higher the reward will be in the end.

Despite those cards being of rather a big format, the tiny symbols of them denoting what you need to have or need to discard in order to complete the mission are not easy to decipher in a dimly lit room, but contrary to this the text introduction to each card is very atmospheric and tells us what we achieve by meeting with the depicted requirements. When we take a look at the categories in which the missions are sorted - spying, theft, abduction, assassination attempt or warfare - makes it clear rather quickly that as clan chiefs we plan some very dubious machinations. But what is one prepared to do for a bit of prestige?

And then we were done

Over eleven challenging and thrilling rounds (Carmen was so engrossed that she forgot to drink her coffee which is lukewarm by now) we collect cards, markers, money and tiles and complete our secret missions until the clan chief owning most prestige points, supplemented by points accrued from bonus cards that one might have acquired during the game, wins the game.

The explanation of what we experienced in those eleven rounds takes up a total of 16 pages in the rules, which at first glance is quite a deterrent, as is the huge amount of components which must not only be correctly placed and distributed, but whose effects and functions must be grasped to start with and whose interdependencies you must remember. During the game itself it becomes clear rather quickly that all this is not as complicated as it is presented on paper. The course of events over seven phases is logical in itself and the actions really do support the story, and the other way round. Of course, I must, when I want to murder the sun of Cloth Merchant Hyoshi with the help of a poison cocktail, have a disciple in the Market District and be able to show Poison as a weapon. So, despite all the complexity, you get your bearings rather fast. So, at the end, the age denoted on the box, 14+, seems a bit too high.

Yedo does not really offer anything really new, but the combination of elements is felicitous and harmonious, game mechanics and story support each other and the all-over result plays really nicely.

For beginners the rules provide a more simple Geisha version. Only when you are really prepared to enter the ruthless fight for honor and fame at all costs you should try to play the Samurai version. But, at the end, those versions do not differ in the amount of rules or the flow of the game, but only in the fact that fate, that is, event cards, is even nastier towards clan chiefs than the Geisha version. Well, life is not fair and Yedo mirrors this wonderfully. Luckily, it is only a game

Strategic tactic?

According to eggertspiele Yedo is a tactical game. Yes, maybe. But only when placing the pieces, when of course everybody takes care to note what others are doing and where - based on the current situation on the board - the most can be gained. But all in all, each clan chief maps out his own strategy in order to complete the missions in hand. How and where do I most quickly acquire geishas, weapons, blessings and upgrades that I need? This is the ruling question. And to answer it you need long-term

planning. So it can happen that some players diligently complete mission after mission and it seems that the will decide the winner among themselves, until, shortly before the game ends, someone completes two or three red or black missions in one turn, flatten out everybody else and collect prestige points without end. You cannot achieve this using only tactics considering the here and now.

Conclusion

At long last a strategy game that did really fascinate me because the mechanisms blend perfectly into the topic and do not give a feeling of being imposed upon it. The arc of suspense is perfect, as until the end, despite openly marked prestige points, you don't really know who will win in the end. A classic worker placement with many new ideas which finally result in the total being more than its parts - even in a game for two Yedo works perfectly.

There is only one real point to criticize: The Asian-style lettering on the cover is so stylish that one can barely decipher the names of the designers. There is nothing more to grouse about from a player point of views. Only Carmen's coffee is cold now.. ☑

Stefan Olschewski

INFORMATION

Designer: T. V. Ginste, W. Plancke

Artist: Franz + Imelda Vohwinkel

Price: ca. 50 Euro

Publisher: eggertspiele/Pegasus 2011

www.pegasus.de

PLAYERS:

2-5

AGE:

14+

TIME:

180+

EVALUATION

Strategy game
For experts
Version: de
Rules: de en
In-game text: yes

Comments:

Impressive design * Excellent components * Copious rules rather deterring at the start * Well-balanced mechanisms * Challenging to the very end

Compares to:

Worker placement games

Other editions:

English language edition



My rating:

ALLES KÄSE!

TAKE CARE, THERE ARE TRAPS!

6+

Mice want cheese! But it's difficult and nasty here, because instead of a cat the game holds traps nicely smelling of cheese, so take care! As a mouse you should collect most cheese holes, but there could be a trap under an enticing piece of valuable cheese!

The game comprises 36 cards which on the back side show

dice pip symbols from 1 to 6, for cheese holes, each number is present six times. On the front of the cards you find 18 times cheese and 18 times a trap.

Cards are shuffled face down and stacked and then you lay out six of them so that the cheese holes are showing. You roll the die: When no card with the resulting number of holes is

visible in the display you choose any card and look at the front side secretly and alone. But if there is a least one card showing the number of cheese holes corresponding to the dice result you can either keep the card or take it out of play. If you keep it you set it down open-faced; if you take it out of the game you set it aside unrevealed. In each case you replenish the display with a new card.

When any player turns up his third card showing a trap the game ends; this player has lost the game and cannot score his cards; all others add the number of cheese holes on their cards, trap cards are no longer relevant. When the stack of cards has been used up before this, the game also ends and all players count their cheese holes. You win with most cheese holes on your cards. Well, this game is a bit like good cheese - solid conservative fare to served anytime, appropriate for all ages and occasions; generally easily to digest and very well suited for dessert after a games evening. ☑



INFORMATION

PLAYERS:
2-6

AGE:
6+

TIME:
15+

Designer: Meelis Looweer

Artist: Michael Menzel

Price: ca. 7 Euro

Publisher: Abacusspiele 2013

www.abacusspiele.de

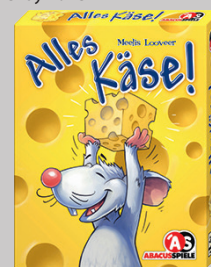
EVALUATION

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

Comments:
Good, solid rules * Quickly explained * Good for in-between or for beginners

Compares to:
Dice games with memo elements

Other editions:
Currently none



ALLES ZAUBEREI

MAGICAL HAT
IN THE GRANDFATHER CLOCK

4+

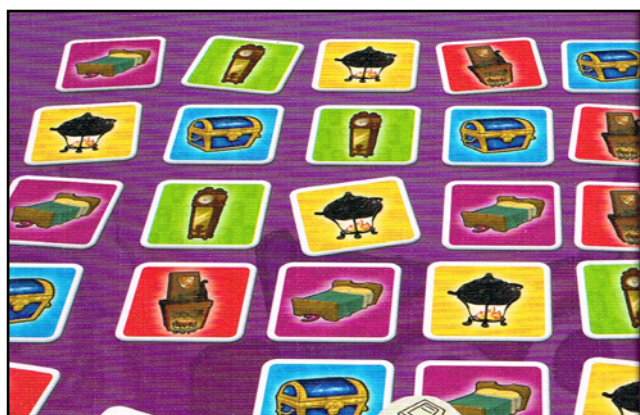
The magician has hidden his magical utensils even from himself and now needs the help of players, in the guise of little apprentice magicians, to get the utensils out of their hiding places. What does the magician need and where might it be hidden? 25 tiles feature the magicians magical utensils, you spread those tiles out backside up; the

backside is the side featuring a colored background and a piece of furniture or another room element. The tiles must be placed well spread-out. One die shows the five hiding places in the room and a joker, the other die shows all magical utensils and also one joker.

You roll both dice - then you may turn up a card featuring a

back side corresponding to the furniture you rolled; when you rolled the joker you choose a hiding place of your liking and name it before turning it up. Of course you try to turn up the card under which you suspect the magical utensil you rolled to be hiding. When you turn up the correct card corresponding to the dice roll you may roll and search again. You may also take tiles that have already been taken by players when you roll this particular combination again. When the tile is already with you you turn it up and back down again. When there are no tiles left for any of the hiding places the game ends and you win if you collected most tiles.

Not magic at all, but a very nicely made variant of a memo game in which you must also remember who already found what. And the hiding-places themselves introduce information that you must remember. An ideal game for the series carrying the Happy Family label! ☑



INFORMATION

PLAYERS:
2-4

AGE:
4+

TIME:
20+

Designer: Wolfgang Dirscherl

Artist: not stated

Price: ca. 10 Euro

Publisher: Noris Spiele 2012

www.noris-spiele.de

EVALUATION

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

Comments:
Series Happy Families *
Attractive memo variant
* Information comes in different guises

Compares to:
All memo games featuring different images on pairs

Other editions:
Currently none



ASTRONUTS

FIND THE NUT AND RULE THE GALAXY!

6+

Players travel across the galaxy, land on planets, meet aliens, prospect for nuts and establish colonies in order to rule the galaxy when they own most of them.

You place a ship one one of the planets in one of the corners of the board to establish your home base and put one of your little men on the action track

at the bottom of the box (yes, there!)

Then players in turn place a nut for a total of two different nuts on small planets and three different ones on big planets; each player keeps four nuts and if there is a rest it is put into the box as general stock.

You announce the number of actions you want to take and roll

the die: When the result is higher than your announcement your number of actions is doubled and you mark the number on the action track. Then you choose one action after the other and implement it: Move a ship by one step - when you reach a planet you roll the die and depending on the result different events happen, problems with the ship or the planet or the native population or whatever else can happen in space. Other actions are taking nuts from a planet, setting up a colony - you pay a nut and place a man; build a ship - at the cost of four nuts; attack another player's ship or colony - the attack is decided by dice roll; improve technology - at the cost of one nut and 4 actions (!), the technology you acquire depends on the color of the nut you pay. A small box full of game play - a witty family game with a bit of tactic, a bit more luck of the dice and a lot of fun and sparkle; the game is rather balanced despite intense roll of dice and there are no irreparable catastrophes, either. ☑



INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
30+

Designer: Angelo Porazzi

Artist: Angelo Porazzi

Price: ca. 7 Euro

Publisher: Mücke Spiele 2012

www.muecke-spiele.de

EVALUATION

Placement/collecting game
For families

Version: multi

Rules: de en fr it

In-game text: no

Comments:

Slightly satirical topic * Tactic possible despite heavy dice rolling * Very attractive components * Simple basic rules * Nice family game

Compares to:

All dice-governed placement and collecting games

Other editions:

Currently none



AZTLÁN

RISE OF THE AZTECS

Four tribes want to survive with the help of the gods and prosper when they co-exist peacefully, but the gods also love those who fight and offer sacrifices to them. In five eras you choose a power card at the start of the era from a set of card identical for each player; a power card determines strength of your tribe and the optimum landscape for your tribe

for the current era, but can also earn you victory points at the end of the game if it was not used.

In each era you place in turn a certain amount of tribesmen - one by one and in relation to the number of players - into empty or already occupied areas, with men of your own or men of other players, the only forbidden area is water. After placing a man you

can move this man or any other of your own men already placed into an adjacent landscape. When all men are placed a conflict phase follows with evaluation in order of play. The currently active player chooses - for each area in which he dominates, that is, has most strength from number of tribesmen times the value of the current power card - if he wants to coexist or fight. If he fights, men of weaker tribes are removed; if he coexists he takes a Prosperity Card, which he can use immediately or keep for later use. When all conflicts are decided controlled territories are scored, yielding bonuses for correlations with the current power card. Very simple mechanisms for a game that is not simple at all, starting with keeping orientated on the board that is rather full towards the end of the game. When you are ahead early you will be hard to stop, the prosperity cards yielding extra points can decide the game and well-timed interruptions of other people's territory connections are important, too! ☑



INFORMATION

PLAYERS:
3-4

AGE:
13+

TIME:
60+

Designer: Leo Colovini

Artist: Drew Baker

Price: ca. 40 Euro

Publisher: Heidelberger 2012

www.heidelbaer.de

EVALUATION

Placement game
With friends

Version: de

Rules: de en it

In-game text: yes

Comments:

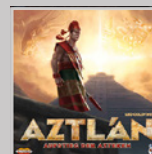
Rather unpredictable up to the last round, you need to memorize Power Cards that were played * Co-existence important for acquiring Prosperity Cards * Conflict important for disruption/upkeep of territory connections

Compares to:

Clans and other games on majorities in territories

Other editions:

Aztlán, Ares and Red Glove



BLUMEN FINDEN

SMILING BUGS ARE NOT IN DEMAND!

3+

The cute little smiling bugs are hiding among the flowers and grin at players when uncovered, because, after all, you do not want to find bugs, you want to find flower faces.

There are 16 big flowers made from wood, which are shaped differently and show different flower faces in different colors. The die only shows colors, no flower fac-

es. All flowers are spread out face down on the table.

You roll the die and may turn up a flower - when the color on the die and the color of the flower you turned up are the same you take the flower. When die color and flower color doesn't correspond or when you have uncovered a bug you turn over the flower again.

Each shape of flower is pres-

ent once in each color and once showing a bug. From the shapes of flowers that were already taken you can deduct which color might still be hiding under which flower shape. When only bugs are left on the table you win with 3-6 flowers, depending on the number of players.

When several players hold the same number of flowers they win the game together.

Colors and shapes of flowers are not important at all to win the game, you simply win with the necessary number of flowers - colors and shape only give hints where flower faces could still be hidden; when you remember that all flower faces on five-petal flowers have already been found you need not turn over the last remaining one, because there must be a bug underneath.

So a good memory is necessary, on the one hand for where bugs might be, and on the other for who found which flower so that you have a chance to turn up a flower instead of a bug.

Nice for children, beautifully simple and simply beautiful! ☑



BRAWLING BARONS

ESTATES AND WAR, WAR ABOUT ESTATES



The King encourages his lieges to expand their estates with newly conquered lands. If he wants to win the king's favor each baron must construct buildings in order to enhance the magnificence of the kingdom or must give support to the king with military units. And as the king concentrates on those wars alone he does not register when

barons are using their elbows or other means on other barons! Each player holds five cards; three cards are laid out as market and then all „Royal Aid“ cards are shuffled into the rest of the deck for a draw pile. When the last card of this draw pile is taken the game ends instantly and you win with most victory points from buildings and military units

contributed to the royal army.

In turn you have one action; possible actions are: collect resources, draw a card, take a card from the market, recruit, upgrade units, move military units, attack or play an action card. For each action necessary costs must be paid in order to implement the effect of the card. At the start you have only room for two civilian and two military units, so you must upgrade peasants to farms, barracks or inns to make room for another peasant. You cannot pass a turn and cannot do an action without effect. Sometimes ending the game may be the only option open to you. A funny solution is provided for ties at the end of the game; the winner of such a tie is the player involved in the tie who sits nearer to the player who ended the game.

And this is the flavor, too, of the game, it is simple, but with some depth, quite an amount of tactic, funny drawings and graphics, a small „big“ game. ☑



INFORMATION

PLAYERS:
2-5

AGE:
3+

TIME:
15+

Designer: Thomas Liesching

Artist: Johann Rüttinger

Price: ca. 15 Euro

Publisher: Noris Spiele 2012

www.noris-spiele.de

EVALUATION

Dice and memo game
For children

Version: multi

Rules: de en fr it

In-game text: no

Comments:

Simple rules * Wooden components * Pure memo game

Compares to:

All memo games

Other editions:

Currently none



INFORMATION

PLAYERS:
2-3

AGE:
10+

TIME:
20+

Designer: B. + J. Fryxelius

Artist: I. + B. + D. Fryxelius

Price: ca. 5 Euro

Publisher: Fryxgames 2012

www.fryxgames.se

EVALUATION

Card game
With friends

Version: en

Rules: en

In-game text: no

Comments:

Can be expanded with one deck for each additional 2 players * Good card design * Easy to understand * Simple rules with some tactical depth

Compares to:

Catan Card game and others

Other editions:

Currently none



BURG KLETTMAX

STACK AND SNIP KNIGHTS

4+

The King has aggravated his knights, he is much too greedy and wants to keep all the lovely treasures for himself; so the knights have banded together and want to get their treasures back. The help each other to climb the castle walls and when they reach the crown of the wall they jump into the castle.

The castle is set up using the bot-

tom of the box and inner walls and treasure tiles are shuffled. You place three treasure tiles face down into each chamber of the castle and turn up the top one of each stack. Now you choose a tower stacking tile and a treasure chamber he wants to plunder. You put your stacking tile next to the outer wall of this chamber.



Then you roll - for each shield you take a knight of this color and stack him on your own tile; if such a knight is already stacked on your tile you must give the knight to the next player in turn who then can stack him or must hand him on again. When you roll a jester that means you can only stack a knight of the other die's color. When you roll two jesters you can choose a knight and stack him. When you have stacked five different knights you may snip the top knight into the castle and take the top treasure card from the chamber where the knight ends up. The remaining knights are put back in stock and you relocate your stacking tile. When you have collected five treasure tiles the game ends and all count the treasures on their tiles; you win with most treasures!

What a lovely idea for a game! Stacking and snipping works very well, with some practice you can hit exactly the tile of your choice! Good training for motor skills and lots of fun! ☑

INFORMATION

PLAYERS:
2-4

AGE:
4+

TIME:
20+

Designer: Gunter Baars
Artist: Stephan Pricken
Price: ca. 17 Euro
Publisher: Haba 2012
www.haba.de

EVALUATION

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

Comments:
Nice combination of mechanisms * Very attractive components * Simple basic rules

Compares to:
Other snipping and stacking games

Other editions:
Currently none



CAMP ROSKILDE

FUN AT THE FESTIVAL

Roskilde Festival is Europe's, if not the World's, biggest music festival, an open-air event lasting for one week; visitors set up their tents and can enjoy manifold offers from swimming in the lake to going to the cinema, and of course concerts, concerts, concerts.

The game features the topic of setting up camp; players are

meant to set up their tents and to lure as many cool and crazy visitors from the festival and create the utmost hip atmosphere, represented by colors - green for Hippies, black for Metal, red for Crazy and blue for Sophisticated. There are 60 cards representing visitors and camp equipment; each player is given his own board, his camp, and the cards



are stacked face down and then three are laid out open-faced. At the start of your turn you turn up cards, if necessary, to that four cards are on display; then you choose one of those four cards and put them either into your own camp or that of another player and implement the effects of the cards. Cards that you place must correspond with their symbols at the edges to symbols on adjacent card. When no usable card is on display all four are discarded and replaced from the stack and you pass your turn. It is always the player who places a card who decides how an effect is implemented, even if he places the card into another camp!

When, after implementation of all effects, there are nine cards in a camp or when the draw pile is empty, the game ends and you win either with nine different cards in your camp or most points.

A funny game, a nice game for in-between, not only for fans of the festival; the card effects are nice and the topic a relatively unusual one. ☑

INFORMATION

PLAYERS:
2-6

AGE:
12+

TIME:
30+

Designer: M. G. Petersen + Team
Artist: Simon Bukhave + Team
Price: ca. 30 Euro
Publisher: Roskilde Festival 2012
www.roskilde-festival.com

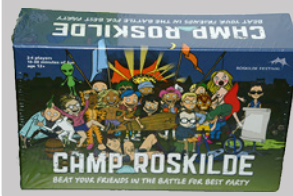
EVALUATION

Placement game
With friends
Version: en
Rules: dk en
In-game text: yes

Comments:
Nice, unusual topic * Witty drawings * Simple basic rules * Additional rules/effects directly on the cards

Compares to:
All placement games creating areas and scoring them

Other editions:
Currently none



CARSON CITY GOLD & GUNS

GOVERNOR, SINGER AND BANDITS

Carson City was published in 2009 under the then joint label of QWG by Quined/White Goblin Games. Topic of Carson City was the development of a town in the Wild West. During four rounds you build the town and players choose one of seven Characters, Sheriff, Banker or Officers. Those characters offer distinct advantages. You place your

cowboys on action areas on the board. You can acquire building sites, build special buildings like hotels, churches and drug stores or even roads. When more players assemble on one action area a shootout occurs, implemented with dice or duel cards in Carson City. During the game you earn money for building and score points. At the back-side of the



board you could play the Version Carson River.

In the Gold & Guns expansion, which can only be used with the core game, new buildings are introduced to Carson City - Station, City Hall, Smithy, General Store and School. New characters, among them Indian, already published previously as a promotional item, allow additional actions. The fast development of the town and her reputation of course attract Outlaws, so there are also three tiles and also playing pieces for outlaws. As in the basic game the character cards have two sides with different effects according to the player's choice.

Gold & Guns doesn't greatly change the core game, the grandiose flair of the core game remains intact when using this expansion; it offers a lot of interactions and many different strategies to win; a piece of luck is also necessary! If you have acquired Carson City in 2009, you should not miss out on Carson City Gold & Guns. ☑

CROOKS

GANGSTER, HANGOUTS AND BOOTY

10↑

And yet again we go for a trip into the outlaw genre and are master criminals on the search for small crooks which we can send out to steal and burgle. You lay out target cards in a row, with increasing values, and the master criminals of players in a column so that the edges of a grid are formed.

Then you place face-down

crooks next to the hangouts according to the rules. In each turn you can recruit and steal or pass for the rest of the game. To recruit you choose a hangout, pay 1 \$ per card next to the hangout and choose one of the cards. Then you place the card you just did take open-faced below a target, into the row with your own master criminal, there is only one



card allowed with each target for each master criminal. If you want to place the crook face-down, you pay another dollar.

Some crooks offer special effects; when crooks are placed openly, those effects are triggered; they bring you money, you can swap cards or remove cards or look at face-down crooks at targets, etc. When all have passed you reveal all face-down crooks and each target card goes to the crook / master criminal with the highest value; in case of a tie the target score is split, rounded down. The value of a target card can be modified by crook cards. If you accrue the highest total of points from targets and majorities of crooks of a gang color, you win. Crooks is a nice game with little available information in which you must allocate your 18\$ carefully; the later you look at a stack the cheaper it is. And then you want to place crooks face-down? Where is room in the grid? And where is some valuable loot left? Good for a filler game. ☑

INFORMATION

PLAYERS:
2-5

AGE:
13+

TIME:
90+

Designer: Xavier George

Artist: Alexander Roche

Price: ca. 20 Euro

Publisher: Quined Games 2012

www.mike-spiele.de

EVALUATION

Placement/development game
With friends

Version: multi

Rules: de en fr nl

In-game text: no

Comments:

Expansion for Carson City *
Needs Carson City to play
* No rule changes, only additional components *
The extraordinary game-play remains unchanged

Compares to:

Carson City and games with a city building topic

Other editions:

Currently none



INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
20+

Designer: Neil Crowley

Artist: Dennis Lohhausen

Price: ca. 10 Euro

Publisher: White Goblin Games 12

www.whitegoblingames.com

EVALUATION

Card placement game
For families

Version: multi

Rules: de en fr it nl

In-game text: no

Comments:

Standard topic * Good design, good rules * Little information available due to hidden cards in hangouts and the target grid * Some tactic possible

Compares to:

Placement games with value comparison at positions

Other editions:

Currently none



DER HEIDELBÄR

WALD UND WIESEN EDITION

10+

The bear has gone to hide in woods and meadows and appears in the guise of indigenous animals of those habitats, having given his own spectacular performance in Der Heidelbär. But the bear had fun and now he is looking in woods and meadows for kindred spirits in Deer, Boar and Cows, which are hiding in definitions and descriptions like

he did and which now must describe as neatly and accurately as we can. If you as active player must try as best as you can to describe the term in a way that any of the other players guesses it correctly.

Cards with four terms each are stacked face-down, each player takes three cards in hand. The active player is told „upper“ or

„lower“ and chooses a term accordingly from the upper or lower part of the card and puts the card face-down on the table. Then he describes the term with a sentence of 6 words, the first two of which must be „This Deer“ or „This Cow“ or „This Boar“. Loan words are allowed, but you cannot use translations or identical word roots. When the term is guessed you keep the card and win with most cards at the end. So now you can explain for DEER life and try to communicate BOARDing Pass or COWardice! And if you happen to mention a company making tractors, that is fine, too, and you can also have someone using a flat piece of wood in the snow or turn up the cowl of his sweater or use a zep-pelin. The whole thing is 100% language-dependent and hilariously funny, you can even fill the blank cards with words of your own. The greatest challenge is using only four words to explain things, and unfortunately COW-boy would be forbidden! ☑



INFORMATION

PLAYERS:
3-6

AGE:
10+

TIME:
15+

Designer: Frank Stark

Artist: Heiko Eller + Team

Price: ca. 9 Euro

Publisher: Heidelbergberger 2013

www.heidelbaer.de

EVALUATION

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

Comments:

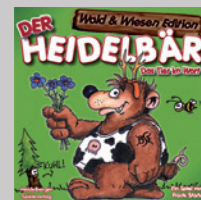
Clever topic * Plays fast *
Well-known mechanism
nicely implemented * Nice
travel game

Compares to:

Der Heidelbär, Der Heidelbär Wilde
Wasser and other games on definitions

Other editions:

Currently none



EINFACH GENIAL

DAS WÜRFELSPIEL

8+

Ingenious The Game has been simple ingenious, so why not use the mechanics again, this time for a game of dice, with exactly the right size to be taken along. The game comprises nine color dice, featuring six different colors, and a pad of scoring sheets; each player is given one sheet and, depending on the number of players, you get 4 dice, 3 dice

or 2 dice in a four-player game. At the start of the game all players with the exception of the starting player roll their dice and leave them on the table as they fall. Now the starting player rolls his dice and scores for each correlation between one of his dice and the dice of other players. If he does not like the result of the roll he can roll again a second

time and even a third time. When re-rolling, you must always re-roll all dice, you cannot set aside dice. After the third roll you must score this roll. Each correlation between one of your dice and a die of another player is marked on the scoring sheet. Then the player leaves his dice as they are and the next one rolls and scores for each correlation with all other dice. Correlations between your own dice are NOT scored! When you roll two or more identical symbols you can use this for a joker; for two identical symbols you can mark any one symbol, for 3 identical dice you can mark two symbols of your choice and in case of four identical symbols (only possible in a game for two players) even three symbols. To mark symbols in section 2 and 3 of the sheet you must have marked at least one box in each color in the previous section. When you are first to completely mark all rows you win. So fast, so simple, so ingenious! ☑



INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
30+

Designer: Reiner Knizia

Artist: M. Kienle, Fine Tuning

Price: ca. 10 Euro

Publisher: Kosmos 2012

www.kosmos.de

EVALUATION

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

Comments:

Dice game based on the
board game * Only uses
scoring based on color cor-
relations * Very very simple
rules * Some tactic due to
rule for re-rolling

Compares to:

All dice game versions of board
games, in itself first game of its kind

Other editions:

Currently none



FIVE CROWNS

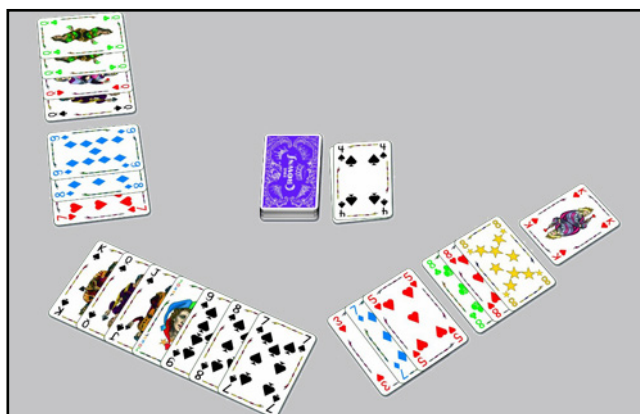
10 AS A JOKER
CAN LOSE YOU 20 POINTS



In Five Crowns you should be first to lay out sets of cards or rows of cards because otherwise you score negative points for cards remaining in your hand. You start the first round with three cards, in each next round one more card is dealt so that you get 13 cards in the last round. One card from the draw pile is turned up and begins the

discard pile.

In your turn you must always draw the top card from one of those two piles and discard a card. You try to combine your cards into sets of cards and rows of card. When you want to go out, you must all cards but one combine correctly and discard the last remaining card. One set is made up of at least three



cards of the same value and a row is made up from a minimum of three cards of one color and of subsequent values. Missing cards can be replaced with jokers; there are the usual jokers, of which there are six in the deck, and on the other hand there are also the additional jokers of the round. Jokers of the round are the cards equaling the number of cards dealt; so the "Fours" in round two or the kings in the last round. When a player has laid out his hand all others have one more complete turn, but can now also lay out part of their hand in valid combinations. Cards that remain in your hand are negative points: 3-10 score their actual value, Jacks 11 points, Queens 12 and Kings 13 points, a Joker costs you 50 points and an additional joker 20 points. If you have the lowest score after 11 rounds, you win. Five Crowns is a nice version of Rommé, the additional jokers need some getting used to, but are very efficient! Fun with cards for the whole family! ☑

INFORMATION

PLAYERS:
2-7

AGE:
8+

TIME:
45+

Designer: Marsha J. Falco

Artist: not stated

Price: ca. 11 Euro

Publisher: Amigo Spiele 2013

www.amigo-spiele.de

EVALUATION

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

Comments:

Interesting version of Rommé * Attractive card design * Additional jokers need getting used to * Simple basic mechanisms * Includes solo version

Compares to:

Rommé, maybe even Phase 10

Other editions:

Set Enterprises, USA



FLASH POINT FIRE RESCUE

2nd STORY

Fire alarm! All players cooperate in a team in order to save victims from a burning building. The building is set out, each player must use four action points in his turn for movement, fighting fire, tearing down walls etc. and must roll dice for the spreading of fire - should smoke meet smoke it turns into fire - and place information markers ac-

cordingly. When fire reaches a spot already on fire, an explosion results. When the building crashes and seven victims have been saved, all players have won together. The game offers two versions for a family game and for experienced players with a random set-up, vehicles and actions for vehicles, etc.

The expansion 2nd Story now



comprises two buildings featuring two floors each, there is a separate board for each floor; you can select to play either the manor or the hotel. Access to the upper floor of the building is gained via staircase inside the building or via ladders from outside.

Staircase spots are adjacent to five other spots, firefighters and fire move on them and otherwise staircase spots are treated like other spots. Ladders are picked up for zero action points, are carried folded up where they should be used and must be set up before they can be used. Firefighters on such a ladder can act as usual, objects cannot be deposited on the upper part of a ladder. Windows are new, too, they give access to the building without damaging the structure and can be opened and closed like doors.

2nd Story is an interesting expansion with exciting details and fascinating new possibilities which make the cooperative game even more challenging and tougher to master. ☑

INFORMATION

PLAYERS:
2-6

AGE:
10+

TIME:
45+

Designer: Lutz Pietschker

Artist: L. Francisco, G. Patsouras

Price: ca. 30 Euro

Publisher: Indie Board & Cards 12

www.hds-fantasy.com

EVALUATION

Cooperative dice game
With friends
Version: en
Rules: en
In-game text: no

Comments:

First expansion for Flash Point Fire Rescue * Introduces interesting new elements * Fantastic cooperative game * High replay value

Compares to:

Feurio, Pandemie

Other editions:

Currently none



FUNKENSCHLAG

NORDEUROPA / UK UND IRLAND

Each player represents a corporation producing electricity in power stations and powering cities via an electricity network. During the game you auction for power stations and buy resources for electricity production while expanding the network to power up more cities. A round has 5 phases: Determine sequence of play, buy power stations, buy

resources, building and bureaucracy, which comprises earning money, new power stations and new resources for the market. If a player in phase 4 has connected a minimum of 20 cities, the player with the most connected cities wins.

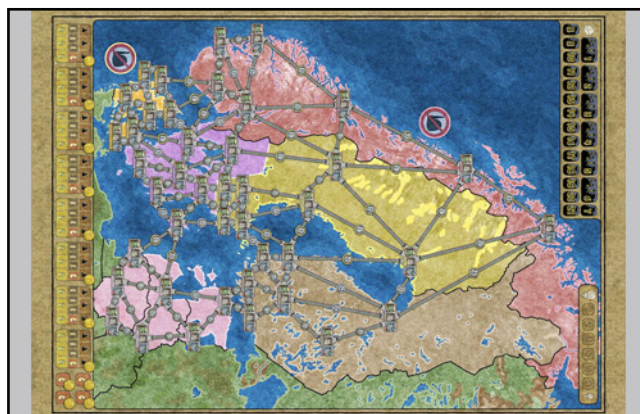
For the expansion Northern Europe / United Kingdom & Northern Ireland the basic rules of

Funkenschlag apply with the listed changes; resources are available according to special tables.

Nordeuropa: As the states in Northern Europe use very different sources of energy the power stations change with the area you use; Atomic power stations can only be acquired when you have a city in Sweden, Finland or in the Baltic States. When you play with Southern Sweden you can only by Atomic Power Station 10 when you have a minimum of one city in Sweden, Finland or the Baltic States.

UK & Nordirland: You can utilize two separate networks, there is no direct connection between Ireland and Great Britain; Atomic power stations are only possible with cities in Scotland, England Wales or Northern Ireland. In Stage Two there is a different number of cities, it starts with connecting the 7th city or when all cities have been connected for the first time.

As for all expansions for Funkenschlag for this one, too, the motto is: Want to have it, want to play it! ☒



INFORMATION

PLAYERS:
2-6

AGE:
12+

TIME:
90+

Designer: Friedemann Friese
Artist: Maura Kalusky
Price: ca. 10 Euro
Publisher: 2F-Spiele 2012
www.2f-spiele.de

EVALUATION

Development game
With friends
Version: de
Rules: de en es fi nl
In-game text: no

Comments:
Can only be used with the core game * Shrink-wrapped board with rules sheet * Special resources tables

Compares to:
Funkenschlag and all other expansions

Other editions:
Lautapelit, Finland, Rio Grande USA, Edge Entertainment, Spain, 999 Games, Holland



GESPENSTERTURM

SPOOKY CHASE TILL MIDNIGHT

5+

Schloss Schauerstein is a spooky castle in which occasional visitors maybe hear funny noises or see something wobble. All the same, the castle is haunted, each evening at 10 p.m. the little ghost children start to haunt the castle until midnight, but then it is off to bed for them, because at midnight adult haunting time begins.

It is the job of the players to find the haunting ghost children and get them into bed in time; for this task you need a good memory and a bit of cooperation. When all ghost children are in bed before the clock in the tower strikes 12, all players have won together.

In your turn you turn up a tile and leave it open-faced. The next

player does the same. When this results in two different colors, the big hand of the tower clock is moved forward for five minutes, and the tiles are turned back over. When both players have turned up ghosts of the same color the next one, too, can try to find the third ghost of this color. When he does not succeed this means again that the hand of the clock is moved forward by five minutes and all three ghosts are turned over.

But should the third player succeed to find the third ghost then all children of one ghost family have been found and are put to bed in the room of the corresponding color in the castle. And off you go, the next player begins a new chase by turning over a tile. Players may give advice on where some children could be hiding so that you can fill all rooms together before the hands of the clock point to 12. Very well done! This is an enchanting cooperative memo version that is simply fun - and trains clock positions on the go! ☒



INFORMATION

PLAYERS:
2-6

AGE:
5+

TIME:
20+

Designer: Heinz Meister
Artist: Doris Matthäus
Price: ca. 17 Euro
Publisher: Amigo-Spiele 2013
www.amigo-spiele.de

EVALUATION

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

Comments:
Part of the Ö-koo series of games * Starting time can be varied * Very nice memo variant * Trains knowledge of clock position

Compares to:
All memo games

Other editions:
Currently none



GIFTZWERGE

BAD WEEDS GROW TALL!

6+

Lawn mowing as the topic of a game is rather rare, but in this game we do it; that is, we must turn over all dark green tiles in our garden that show a weed symbol by passing over them with our lawn mower. If you are first to manage this, you will win the game; but beware, there are symbol tiles hiding in the grass which either make you do work

in the garden or represent events, from broken garden gnomes to rain showers. You must react to those events and can use them on fellow players, too!

Each player chooses his favorite weed and takes all those tiles, a garden, a lawn mower and a starting tile. Then a joint compost heap is set up with White Chamomile, poison and blockade tiles.



One player is the gardener and chooses or designs a lawn mower track, all other shuffle their tiles and set them on their garden board accordingly.

A turn comprises rolling the die and moving your lawn mower and then you turn over tiles and do actions; the lawn mower moves over grass and starting tile and only orthogonally, you cannot jump over mole hills, but you can defeat them, and a turn cannot end on poisoned lawn. Dark green lawn tiles with weed are turned over, should symbols appear they are implemented and remain visible, you can enter those tiles again later and re-use the symbols.

This is a very unusual and very well made game, beginning with the topic and continuing with a mixture of simply roll & move and the rather tactical use of action symbols; three of those symbols only relate to a player and his own garden, the other five can be used on a neighbors garden too, mole, poison, or so ... ☑

INFORMATION

PLAYERS:
2-6

AGE:
6+

TIME:
30+

Designer: Jürgen Hermann Ott

Artist: not stated

Price: ca. 24 Euro

Publisher: jhox-Spiele 2012

www.jhox-spiele.de

EVALUATION

Roll & move with events
For families

Version: multi

Rules: de en

In-game text: no

Comments:

Unusual and very attractive topic * Can be played simple or tactical, according to experience * Pretty components * Well made, extensive rules with many examples

Compares to:

Basically all movement games with events

Other editions:

Currently none



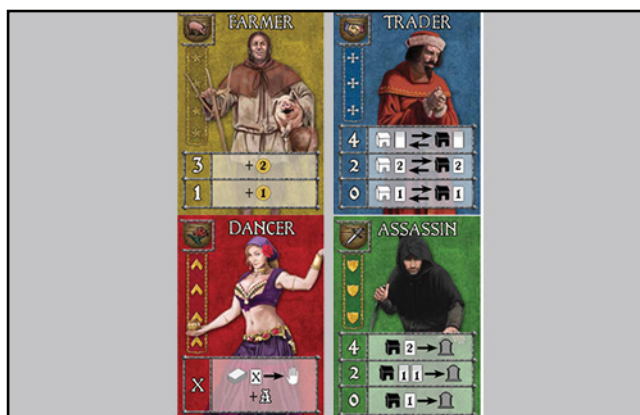
GUILDHALL

FIVE PEASANTS FOR A VP CARD

You have been a serf in a one-pig town for long enough, you have enough of it! You go and open up your own guild, hope for your professional members and a bout of economic stability. But, unfortunately, others had the same idea! You are tasked with collecting complete sets of professions, using those sets to buy victory points and to win with 20 victory

points.

The victory point cards are shuffled and five of them are laid out in a row. Now each player is dealt 9 out of 120 profession cards. Then in turn each player can discard as many cards as he wants and draw new ones up to nine cards, and then you lay out three cards visibly, to form your Guild Hall.



You have two actions and can for each action play a card into your action area and implement it or discard any number of cards and draw the same number of new ones or buy a victory point card from the display. You can only play a card when the identical card is not yet in your Guild Hall and you can only play one card from a certain profession per round.

At the end of a turn you place the cards you played into your Guild Hall. You need not implement all effects of a card you played. When you have all five colors for a profession in your Guild House you can stack them face-down, this stack is out of play and can only be used to buy victory points. You can have only up to three such stacks in your Guild Hall.

This is a very attractive set collecting game, in which cards get stronger the more you have of a kind and in which you can interfere massively with collections of other players; a very nice mixture of luck in drawing cards and tactic and planning the use of those cards. ☑

INFORMATION

PLAYERS:
2-4

AGE:
12+

TIME:
30+

Designer: Hope S. Hwang

Artist: Todd Rowland + Team

Price: ca. 17 Euro

Publisher: Alderac Entertainment 12

www.alderac.com

EVALUATION

Set collecting game

With friends

Version: multi

Rules: de en

In-game text: no

Comments:

Good rules quickly explained * Lots of interaction * Good mixture of luck and tactic

Compares to:

Set collecting games with further use of sets

Other editions:

Currently none



JAGDREVIER

KLUFTINGERS SECOND CASE

8+

His second case takes Kommissar Kluftinger into the now into the hunting grounds at the edge of town!

The investigator players win when they have identified the culprit after 10 rounds and correctly name five characteristics. The culprit wins when he is not identified in time!

The culprit player chooses his

characteristics - gender, size, hair color, motive and weapon - and marks them on his culprit profile, the corresponding five clue cards are taken out of play and set aside without any investigator looking at them.

There are three kinds of clue cards: Holzweg does not provide information, Merkmal tells you what characteristic cannot be

one of the culprit and the profile shows five characteristics which could be correct depending on the culprit.

The game lasts 10 rounds, each of those rounds is identical: At the start of the round the culprit leaves clue cards at locations according to symbols rolled. Then investigators move to those locations over red connections; each step is paid for with an advance of 1 step on the time track; each investigator has a maximum of 20 steps = days. Then you check the card at the location and note the information. The the culprit collects the clues again and asks if someone wants to solve. Each investigator has one chance; if he is correct he wins the game instantly, if not, he is out of the game and the others go on playing. The rules also list a version using action cards.

This is a crime game just out of the handbook for detectives and games on detection - nicely mixed clues. Good components, well-transferred flair and enough change to offer many different cases. ☑



INFORMATION

PLAYERS:
2-5

AGE:
8+

TIME:
30+

Designer: S. + W. Dirscherl

Artist: Victor Boden

Price: ca. 30 Euro

Publisher: Huch! & friends 2012

www.huchandfriends.de

EVALUATION

Deduction game

For families

Version: de

Rules: de

In-game text: nein

Comments:

Attractive components *
Easily understood rules *
Standard mechanism nicely varied

Compares to:

Cluedo and other detective games with elimination procedures

Other editions:

Currently none



KAKERLAKENPOKER ROYAL

NOW THERE ARE CROWNED INSECTS, TOO!

8+

This is a version of Kakerlakenpoker, some of the cards are now marked with a crown: Seven cards are laid out as a face-down penalty stack, the top card is turned up. All other cards are evenly distributed to all players. In your turn you choose one card from your and and put it face-down in front of another player and name the insect that is pic-

tured on the card or say „royal“ if it is an insect with a crown. You may lie!

If you are presented with a card and can decide to take it or hand it on. If you want to take it you say “right” or “wrong” thereby stating your belief or disbelief in the announcement of the previous player, before picking up the card. When your statement was

correct, that is, the card is really showing the insect named or you doubted correctly, the first player takes back the card, otherwise you keep it. If you want to pass on the card you can secretly look at it and must then confirm the statement of the first player or name another insect or say “royal”. When the card is passed on until it reaches the last player, he must take it.

If you have to take a royal card you must also take the open card from the penalty stack. There are two cards with special effects - one is always correct unless so say royal”, the other is always wrong - for which there are special rules when accepting them. When you have four identical cards or must go out and have no card left, you lose and all others win together.

Even when featuring crowned cockroaches and other creepy-crawlies this is an attractive bluff game, quickly played, a nice filler and nice for beginners. ☑



INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
25+

Designer: Jacques Zeimet

Artist: Rolf Vogt

Price: ca. 7 Euro

Publisher: Drei Magier 2012

www.dreimagier.de

EVALUATION

Bluff game with cards

For families

Version: multi

Rules: de en fr it nl

In-game text: no

Comments:

Nice variant * Some rules differences as regards to Kakerlakenpoker * Plays fast * Cute drawings

Compares to:

Kakerlakenpoker and other games with believing/doubting statements

Other editions:

Currently none



KAROLINCHEN

EAT QUICKLY AND GROW FAST!

6+

For the first time we made the acquaintance of the cute little colorful worms with their huge eyes in the award-winning game „Da ist der Wurm drin“; their next appearance was made in Streifentoni, and now there is Karolinnen:

Streifentoni tells about sweet fruits in a garden, Karolinnen and her friends want to sample

them.

Each player chooses a worm and take worm head and worm tail from his seven cards and lays them out. The worm head is placed laurel wreath down and the card with the tail is turned over to the fruit side and placed next to the worm head. The corresponding worm marker is put on the worm head.



One player rolls all dice and all players check - in clockwise direction, the youngest one begins - if there are dice fitting the color of one's current fruit on the card. If yes, you take those dice and place them on the fruit spots on your worm; if not you can reroll all remaining dice and may then take corresponding dice. If there still are no useable dice your turn is over. When all spots on a card are filled with dice you add a card and may, if there are dice for this card, take those, too. When all dice are distributed, you put the marker forward to the dice in front and then hand back all dice. When then there are cards at the back of the marker, you turn them over to show a part of the worm body and thus the worm grows. If you are first to have completed your worm, you win. Cute, simple, and yet with a minimum amount of tactic despite the dice, because you yourself can choose the next fruit color of the card you add to your worm, a nice new member of the worm family. ☑

INFORMATION

PLAYERS:
2-6

AGE:
6+

TIME:
20+

Designer: Carmen Kleinert
Artist: Heidemarie Rüttinger
Price: ca. 10 Euro
Publisher: Zoch 2012
www.zoch-verlag.com

EVALUATION

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

Comments:
Very pretty design * Topic and design from „Da ist der Wurm drin“ nicely continued * Simple rules * A minimal bit of tactic is possible

Compares to:
Streifentoni and other games in the „Da ist der Wurm drin“ family

Other editions:
Currently none



KONSENSUS

TWO MINDS - ONE THOUGHT!

Based on the motto „two minds of one thought“ you try to correctly guess ideas, concepts and thoughts of other players in order to achieve the same definitions and thus correlations. In Konsensus the topic is not knowledge but the ability to enter into the minds of others best - the symbols on the board are meant to direct thoughts in

certain directions and thus influence the outcome.

Each of the sixteen spots on the round track shows either an association or action symbol; the game comprises 200 cards featuring 400 terms for which you must find associated terms. The track must contain the starting part, otherwise you can assemble it to your liking.



In a round you first roll the dice and the marker is moved by the starting player in a direction of his choice; when the marker reaches an action spot an action is implemented. When the marker reaches an association spot you draw a card and read it out; all now note terms, read them to all others and score. You score for the number of correlations that you managed to achieve with your term. Players should try to include the symbols on the association spots into their answers in order to achieve better correlations - when the card asks for an island and the marker is on green, you might make a lot of points when writing down Ireland.

Basically the mechanisms in the game are standard, but with the use of action spot for swapping parts of the board and bonus duels or use of the association spots the rules result in an individual, very attractive game in which you should not try to achieve originality but to be consistent with others. ☑

INFORMATION

PLAYERS:
3-6

AGE:
12+

TIME:
30+

Designer: GameInventors
Artist: Huch! & friends
Price: ca. 30 Euro
Publisher: Huch! & friends 2012
www.huchandfriends.de

EVALUATION

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

Comments:
Nicely varied standard mechanisms * Association spots for assistance are a nice detail * Remember, not individuality is the aim, but correlations!

Compares to:
All communication and association games on correlations

Other editions:
Currently none



LADY ALICE

DETECTIVE TRAINING WITH SHERLOCK

8+

Sherlock Holmes teaches the nicer details of detective work to the Baker Street Kids and uses the case of "Henry Morton Stanley and a ship called Lady Alice" as an example. You as one of the Baker Street Kids must find out who did abduct Stanley where and when with the help of which instruments.

The following sources of infor-

mation are available to the Baker Street Kids:

Sherlock's desk, that is, the game board; a notebook listing the clues in groups - suspects, locations, times and objects - and 32 clue cards, sorted into groups and stacked face down. Four sets of Deduction counters, Business cards and Verdict folders complete the equipment.



Each player is given one secret clue. In your turn you first voice a suspicion: You choose a combination of suspect-location-time-object from the notebook. Whoever holds one of the named clues/pieces of evidence must announce this by showing the smiling portrait of Sherlock in the Verdict Folder. Then you can cover up false leads on the board by using Sherlock's business cards and then in turn mark conclusions with deduction counters on clues, pass or attempt an accusation. When the accusation is wrong, you keep taking part in verdicts and your counters remain in place, but you can no longer share suspicions or announce deductions. When the accusation is correct, you score for chips on clues/evidence and bonuses for early solutions and correct accusation. Here, too, we are getting glimpses of Cluedo, but probably more due to basic mechanisms necessary for a game of detection that are nicely and elegantly implemented here, with enough variation provided for lots of interesting games. ☑

INFORMATION

PLAYERS:
3-5

AGE:
8+

TIME:
30+

Designer: Ludovic Gaillard
Artist: Jean-Marie Minguez
Price: ca. 33 Euro
Publisher: Hurrican 2012
www.hurricangames.com

EVALUATION

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

Comments:
Elegant components *
Somehow „British“ flair is achieved * Contains historical information *
Nicely varied standard mechanisms

Compares to:
Cluedo and other detective games

Other editions:
Currently none



LIKE DICE

THE HIGHEST NUMBER ON A RED DIE?

6+

Such a lot of colored dice and they are multiplying, they keep arriving and arriving, but don't let yourself be distracted by the various color, but keep concentrating on the main features, which might be „How many pips are there on blue dice“ or „how many dice show five pips?“ You need to answer quickly and correctly in order to score.

Each player is given a result card. 30 dice cards are shuffled and stacked face down for a draw pile. Each player draws a card for his personal display and then you turn up three cards from the stack to form a general display. Then players together decide on a level of difficulty and sort out the corresponding cards from the 30 task cards: Beginners use

only cards showing colored dice; advanced players add five cards showing white dice to those showing colored dice and experienced players use all 30 cards. One player reveals the first task card and all players try simultaneously to solve the task by counting the necessary pips in the general display and their own personal display. When you arrive at a result you name it and use your fingers to mark the corresponding digits on the result card. When all have achieved a result all results are checked in the order in which they were announced. When the first correct result is found the other results are not checked and the correct player receives one card for a point from the general display and puts it into his personal one. This card is from now on also taken into account for results. This is a fast educational game providing fun, a challenge not only for new pupils and a good training for color discerning and perception of quantities. ☑



INFORMATION

PLAYERS:
2-6

AGE:
6/8+

TIME:
15+

Designer: Jörg Domberger
Artist: Dennis Lohausen
Price: ca. 7 Euro
Publisher: Adlung Spiele 2012
www.adlung-spiele.de

EVALUATION

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

Comments:
Handy to take along *
Good training four counting and perception of amounts * Challenging due to pressure for time as only the first correct result scores

Compares to:
All educational games on numbers and perception of quantities

Other editions:
Currently none



LUMACORSA

SNAILS IN THE ARENA



Snails from all over the place or even the galaxy meet and race each other and bets are made on the winners of the race.

For the races you use a total of 100 snail cards: Each of these cards shows two halves like a domino card, one end a snail marked with a number is depicted, on the other end nothing at all or a snail shell with one of several

different markings.

The cards for the arena are laid out in order of their numbers. Then you run five races, each of these races is made up from sprints, that is, Tricks. In each of those races players draw cards from the stack, starting with three cards for the first race and adding one card per race to seven cards for the fifth race.



When the cards are drawn each player bets how many springs he will win, from 0 to the number of cards in hand, and places his snail on the corresponding arena spot. Then in turn you play one card, snail up, and ignore the other half; then you can play a second card, now shell side up. Then you modify - when appropriate - the value of the snail by the shell card: +1, -1, x2, any value from 1-0, the snails wins or loses automatically or swap cards. If you then have the highest value you win the sprint and take all snail cards, that is, the cards played first. If you played a second card this is now turned snail up for your new snail card and you can again play a card for a shell card. When all springs have been played you score for filled bets.

Lumacorsa is a cute version of Wizard, family-friendly, at the same time more predictable and more tactical due to the shell cards, nicely designed and quickly played. ✓

INFORMATION

PLAYERS:
2-8

AGE:
7+

TIME:
20+

Designer: Andrea Nani
Artist: G. Favaro, S. de Ventur
Price: ca. 23 Euro
Publisher: Red Glove 2012
www.redglove.it

EVALUATION

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

Comments:
Wooden snails * Pretty graphics * You only score for exactly fulfilled announcements

Compares to:
Wizard, Die sieben Siegel, and other games with trick predictions

Other editions:
Currently none



MAFIADOLLAR

GANGSTER, STORAGE AND HIDEOUT

Prohibition and Mafia - an inexhaustible source for game topics and game mechanics; here in MafiaDollar we are heading Mafia Clans and try to amass money; for this we employ small gangsters which we equip and send out to acquire loot; of course you can also rob other clans or get rid of opposing gangsters and sometimes you

must also cope with police.

After an exact preparation phase, giving you a warehouse, each player has one move in turn, in which he draws a card, plays a card and implements gangster actions. When you draw a loot card from the pile you place it in the middle of the table and draw another card. Then you play a card - warehouse, gangster,



blockade or equipment - into the corresponding position of the display or - if you decide not to do this - discard a card.

Then you can implement one gangster action for each warehouse you hold - move a gangster from the hideout into the streets or make a gangster do a job in the streets, which might be to take a loot card, attack other gangsters or do a burglary, both demand a success test comprising the dice value of a card + attack bonus or burglary bonus. When the card "End of prohibition" appears you with the highest total from loot cards minus gangsters on display, warehouses and policemen.

MafiaDollar offers a felicitous implementation of a standard topic, with continuing dilemma: Too many gangsters a bad, to hoard policemen is bad, too, but to play is not really good either, because they cost you loot cards and you cannot do a gangster action; and then you need luck of the draw - and hopefully you will succeed in the burglary skill test! ✓

INFORMATION

PLAYERS:
2-6

AGE:
12+

TIME:
60+

Designer: Heiko Weyen
Artist: Michael Bruex
Price: ca. 14 Euro
Publisher: Kompass Spiele 2012
www.mafiadollar.com

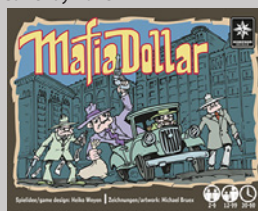
EVALUATION

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

Comments:
Witty, cute illustrations
* Topic very well implemented * Good mixture of luck and tactic * Games can run quite differently from each other

Compares to:
Other card games with strength comparison and Mafia topics

Other editions:
Currently none



MEMENTO

5 POINTS FOR ALL FOUR BLUE SHAPES

10+

The aim of the game is simple - score most points in the different scorings.

But: Scoring requirements vary! The game comprises 64 playing cards featuring four different geometric symbols in four colors, 8 Scoring cards and 8 Sorting cards for all shapes in each color or each shape in all colors. The sorting cards are laid out,

the scoring cards are shuffled face-down and then you place one scoring card face up next to each sorting card. 10 cards are stacked face down, the rest is split into three equal stacks and set down open-faced. In your turn you take a card from one stack or pass your turn, if you take a face-down card you need not show it. If you pass a turn



you can take a card again in the next turn! Cards that you take are stacked face down, you cannot look at your stack. When all players have passed their turn or all cards have been taken the round is scored. First each player sorts his stack by color and scores each color according to the scoring card next to the color's sorting card; then you re-sort the cards by shape and score accordingly; the points are noted. After three such rounds you win with the highest score.

Deceptively simple and devilishly difficult! Do I have 7u triangles already or do I need another one to score 10 points? I think I have six reds, so I should take another one, because an even number will lose me points - but there are four colors and four shapes! A fabulous game for the whole family, you need to remember well and take cleverly. Simple, or is it not? And planning is possible, too, at least you can try to, un case the others don't spot that you aim for triangles! ☑

INFORMATION

PLAYERS:
2-5

AGE:
10+

TIME:
30+

Designer: Paolo Mori
Artist: SenSit
Price: ca. 7 Euro
Publisher: Kosmos 2013
www.kosmos.de

EVALUATION

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

Comments:
Very simple rules * Memory and concentrating are necessary * New requirements for each round * Lovely family game, quickly accessible

Compares to:
Memo games and games scoring collected characteristics

Other editions:
Currently none



MINES OF THE SACRED DRAGON

LOTS OF POINTS
FOR MULTIPLE EDGES TOUCHING



Despite the title that reminds one of fantasy topics, Mines of the Sacred Dragon is an abstract strategic tile placement game. Still, there is a story - you explore the Mystic Mountain and score building and expanding of mines.

Each player chooses a color and takes 10 marker of this color, one of them is placed on position „0“

of the scoring track. All tiles are shuffled face down and stacked for a draw pile; each player draws four tiles, one is placed to start the display. Then in turn each player adds one tile to the starting tile and then players take turns in making a move. In your move you must play one, two or three tiles, draw a tile up to a maximum of three and then



discard a tile and draw two tiles. A newly placed tile must touch one or several tiles already in place, whereby edges touching each other must have the same color; Tiles with gray edges are joker tiles, gray can be added everywhere, next to any color. When you play more than one tile, you must place all tiles adjacently. On the last tile placed in a turn you can build a mine by placing one or several markers on it and scoring the mine accordingly; or you can extend a mine. To extend a mine the new tile must touch others at least on three sides. When a player is left with only one or no markers, the game ends at the end of the round and each player scores all his mines again. IF you have most points, you win.

A pretty, well-made combination of standard mechanisms, first and foremost a game in which you must snatch every opportunity to place tile touching more than one already in place, if you want to score well! ☑

INFORMATION

PLAYERS:
1-5

AGE:
10+

TIME:
30+

Designer: Ta-Te Wu
Artist: Ta-Te Wu, Haiyu Zhao
Price: ca. 28 Euro
Publisher: Sunrise Tornado Studios 12
www.sunrisetornado.com

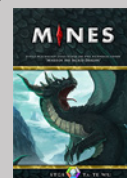
EVALUATION

Placement game
With friends
Version: multi
Rules: cn en + fr nl
In-game text: no

Comments:
Standard basic mechanisms, nicely combined * Look closely and focus on an overview to snatch opportunities for multiple edge contacts

Compares to:
Carcassonne and other placement games featuring corresponding edges

Other editions:
Currently none



NACHT DER MAGISCHEN SCHATTEN

WHAT MAGICAL BEING IS MISSING?

4↑

The residents of the Magical Wood are celebrating in the Dark of the Night. And there is a game within this celebration - if you recognize the shadows and note who is not dancing around the fire, you may advance your own Magical Being.

First you assemble the shadow box - maybe with adult assistance. Each player chooses a

Magical Being and places it at the start. Then you choose - depending on the number of players - 8 to 10 figures for the basic game and extract the corresponding cards from the pile. The active player is Dancer, he chooses seven characters and places them into the slots around the fire, while all other players close their eyes or turn around. Then



all may open their eyes again, Dancer switches on the lamp and slowly turns the fire for one complete round until the mushrooms are back in starting position and switches off the lamp again. The other players must recognize characters from their shadows and memorize them and so find out which of the characters are missing. Then all choose characters from the card of which they believe that they did not dance, or pass.

If you did choose correctly you advance your Magical Being; Dancer moves his for each wrongly named or not spotted character. If you are first to move your Magical Being to the finish you win. Several versions for a fast game or a game using ace-down cards of the characters and memorizing those card positions, too, are listed.

Once again a fantastic game from Haba and by Kai Haferkamp with a fancy and inventive mechanism, a feast for all senses; you must observe, memorize, react fast - fun and challenge at the same time and a visual pleasure, too! ✓

INFORMATION

PLAYERS:
2-4

AGE:
4+

TIME:
20+

Designer: Kai Haferkamp
Artist: Marc Robitzky
Price: ca. 29 Euro
Publisher: Haba 2012
www.haba.de

EVALUATION

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

Comments:
Exceedingly beautiful components * Fantastic mechanism * Mechanism and topic go very well together

Compares to:
Geisterschloss and others with recognition of shadows

Other editions:
Currently none



RINGO FLAMINGO

FLIP THE RINGS

5↑

Pink flamingos stand in the blue water of the lagoon and it could be so nice and beautiful - where it not for the nasty green crocodiles, not at all peaceful, who threaten flamingoes. But luckily players can help with safety belts!

Flamingoes and crocodiles are placed into the slits of the board, the board is put into the box and

the box is set on the table so that each corner points at one player. Now each player is given a boat and twelve safety belts, eleven are put into the boat and the last one is put into the slit at the bow of the boat; boats are placed at a distance of about 20-40 cm from the box corners. And now the fun can begin!

All now play at the same time;



you bend back the safety belt in the slit at the boat's bow and let go - the belt/ring flies towards the lagoon at flamingoes and crocodiles. You take up a second ring and flip it and do not pause to check if you put a ring over an animal or not. When all players have flipped all their rings, all loose rings are removed and put back into the boats. Then you collect all rings that you put over a flamingo and from those rings you put back one into the boat for each of your rings around a crocodile.

If you then hold most of the rings you are awarded a shell chip. Then the next round is played and if you own most chips after three rounds you win!

Pure action! Pure fun action! The catapults in the shape of a boat are an ingeniously simple mechanisms and not only children have fun in flipping the rings - uups, again I did hit a crocodile despite there being so many more flamingoes - come on, let's play again! ✓

INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
15+

Designer: Haim Shafir + Team
Artist: Eckhard Freytag
Price: ca. 25 Euro
Publisher: Ravensburger 2013
www.ravensburger.de

EVALUATION

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

Comments:
Cheerful action game * Nice topic * Ingenious construction of the catapults

Compares to:
Robby Robbe and other games where you throw things

Other editions:
Currently none



SCHATTENMONSTER

A SOMEWHAT DIFFERENT MEMO GAME

8+

Metermorphosen is a guarantee for unusual and very fascinating memo games. After Mixed Double - Gemischtes Doppel in now already three different editions there are now Schattenmonster - Shadow Monsters which we are asked to remember. On the 72 round memo tiles we encounter 36 fantastic fable beings, two of them always make up a pair but

a pair does not feature identical images but a monster and its dark shadow.

Those 36 image pairs are now used to play a standard memo in which you combine the correct monster to a dark shadow. In order to make it not too easy monster and shadow are of course not depicted on a background of the same color, but the monster shadow

ows are always depicted on a gray background.

In addition to the normal memo rules additional rules for a variant are provided for monsters and shadows:

Schreck-Monster - when you uncover such a „Horror Monster“ and do not immediately find the counterpart for it, there are different consequences for each of the three monsters: For Monster Lummy all pairs you already found are handed to your right neighbor, for Schock all pairs of all players are handed to your left neighbor and for Alarm the face-down monsters are frightened and are reshuffled. As usual you win with most pairs.

As all other memos by Metermorphosen this one is classy and challenging, but all the same comes with a wink; it is fun, works well and Monster Schock can even be used for some tactic - if you know where to find one - to take his many pairs from your right neighbor. Monstrous fun in the true sense of the word and you want you can play interpreting ink dots with the shadow tiles! ☑



INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
20+

Designer: Stephanie Rothmeier
Artist: Stephanie Rothmeier
Price: ca. 18 Euro
Publisher: Metermorphosen 12
www.metermorphosen.de

EVALUATION

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

Comments:
Good images * Classy components * Witty package * Fantastic memo version

Compares to:
All memo games with different images on pairs

Other editions:
Currently none



SERENISSIMA

TRADE AT RENAISSANCE'S HEYDAY

This game was published 1996 with a topic of conflict between four cities around the Mediterranean, in this new edition players represent Renaissance merchant families. You begin with one harbor and two galleys carrying three sailors each.

In order of their numbers the owner of the respective galley is becoming active and chooses

Action or Investment. Actions are Loading, Movement, Sale or Battle. Your galley must always carry at least one sailor; depending on who is in control of a harbor you can move sailors unrestrictedly or only between your own galleys; commodities in harbors under your control are loaded for free, in other harbors you pay for them. A galley moves

one spot per sailor on board; when galleys meet a player with a more sailors on all of his galleys can put up a blockade which stops the active player's movement, he continues with Sale or Battle. Battles between galleys or galley and harbor are decided by dice roll; you cannot conquer the last harbor of a player. In case you decide to invest you can acquire elements in all your own harbors - sailors, galleys, fortress or basilica. When all galleys have been active a doge card is drawn and implemented, in some rounds followed by a pay-out. After the third pay-out the richest player wins.

Yes it is possible - one can take a good game and make it even better - here the game was streamlined, shortened, the auction of turn order was deleted, distances were shortened, buildings were added, harbors score more often - and, yes, it is still Serenissima, even with a changed and more tactical combat system. An absolute must-have! ☑



INFORMATION

PLAYERS:
2-4

AGE:
13+

TIME:
90+

Designer: Dominique Ehrhard
Artist: D. Ehrhard, A. Demaegd
Price: ca. 30 Euro
Publisher: Ystari 2012
www.ystari.com

EVALUATION

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

Comments:
New edition of Serenissima, Eurogames, 1996 * Lots of changes, also in the basic rule * Still the same game as regards to flair, challenge, quality and basic mechanisms, if not a better one

Compares to:
Unique mixture of resources management and conflict

Other editions:
Serenissima, Eurogames, 1996



SHEEPDOGS OF PENDLETON HILL

SHEPHERD SHEEP TO THEIR SHEPHERD

For once a standard topic from a different perspective - sheep and shepherds, but we are neither sheep nor shepherd but the dog that is asked to shepherd sheep to their shepherd high up on the hill; the higher you can take them the more points you can score. You play cards from your hand to

1) place a shepherd, he is never moved and can be placed anywhere but with another shepherd of his color, 2) add a sheep to a flock in a pen, 3) move a flock from a pen on one of the pastures in the lowest of a total of four levels on the hill, 4) move a flock one level up on an adjacent pasture, 5) move a flock sideways on the same level into an adjacent pasture or 6) move the wolf. Cards marked "1" allow you



to place a shepherd and move or place sheep, of your own color together or without those of other colors. "1+1" means the same as "1", but once for your own color only and once for another's color, only! "2" means all actions only for your own color or move the wolf. You score points when sheep of your own color meet one of your own shepherds, the amount varies with the level where they meet. Sheep and shepherd go off board into stock for later use. When sheep and wolf meet one sheep from the flock runs downhill.

When the stack of cards and all sheepdog cards have been played you win with the highest total of points.

A nice topic implemented with an unusual mechanism for movement, somewhat predestined by the cards; as you must make moves for others it tends to get rather tactical in-between; and to run straight up the hill is not always the optimum tactic; it is better subtly entice others to do something for you! ☑

INFORMATION

PLAYERS:
3-5

AGE:
10+

TIME:
45+

Designer: Max Michael

Artist: Paul Sharp

Price: ca. 35 Euro

Publisher: Stratamax 2012

www.stratamax.com

EVALUATION

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

Comments:

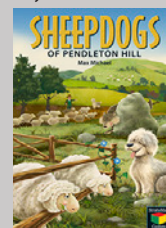
Interesting mechanism
* Lots of tactic despite simple basic rules * Move for others introduces new perspectives

Compares to:

MarraCash for joint movement of mixed groups

Other editions:

Currently none



SKELETON ISLAND

DIG UP A TREASURE MAP

5↑

During a walk on the beach we find scraps of the treasure map and a gold coin and are now determined to find the treasure! Sand cards show parts of a treasure map, halves and quarters in five colors, ore pirate's objects or Gold coins. Those cards are shuffled, and then you turn over half of the stack and shuffle it into the other half so that the

stack of cards shows half of the cards face-up and half of them face-down. Then you spread out the stack for a sandy beach or sand heap.

In your turn you decide on a pirate's move or on a standard move. In a standard move you take one free, that is completely visible card from the beach and can keep it or put it back to the

edge of the beach. If you do not keep it, you can choose a second free card, which you then must keep in any case. If you decide on a pirate's move you can discard three cards previously collected in standard moves and then either steal a card from another player or do two standard turns. Cards that you discard for this must be parts of treasure maps of different colors or pirate's objects or a combination of both. If you can assemble complete card of one color, regardless from how many parts, you take the island card of this color.

When all island cards are taken or when all cards have been taken from the beach you win with most points from island cards and gold coins.

This is a cute game for children or beginners; the treasure cards are easy to assemble, the choices of moves enable you to play quickly a bit of tactic can but need not happen using pirate's moves - a nice game for in-between! ☑



INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
20+

Designer: Florian Fay

Artist: Olivier Fagnère

Price: ca. 13 Euro

Publisher: ilopeli 2012

www.ilopeli.com

EVALUATION

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

Comments:

Good topic for children * Sandy beach nicely simulated * Simple basic rules * Plays quickly

Compares to:

All set collecting games with swapping cards with a display

Other editions:

Currently none



SPIEL DES LEBENS ZAPPED

A CLASSIC WITH iPad SUPPORT

8+

If you know the Game of Life and would like to play it using the most current modern technology you should try this edition, Spiel des Lebens zapped:

First of all you download the app for this game from the App Store onto your iPad and then use all components from the game box and the iPad with activated app. First you set up your avatar for

NEW GAME, enter a name and choose a virtual car and a little man-peg and place the corresponding components on the board.

Already at the start you decide between fast career and longer education.

In your turn you turn the wheel of life on the iPad, move your car forward on the board and imple-

ment instructions. At forks in the road you choose one of the available paths. The instructions for a spot that you reach are acquired, when applicable, by touching the spots marked with an app symbol on the iPad. Stop marks must be adhered to, even when you have to relinquish remaining steps. Effects of spots that are not marked with an app symbol are implemented according to instructions on the board.

When all players have reached the spot „Retirement“ you win with most money; you enter the amount of money you acquired into the app, which now modifies the amount by life tiles you won and eventual babies; when you are now the richest player you win. This is a real hybrid game; the pieces move on the board, you handle and administrate real money, pay in into the bank and get it from the bank, but on „Payday“ you play a mini game on the iPad to win a bonus. If you like Spiel des Lebens and own an iPad you will have fun with this variant, as it also is supplemented by cute videos. ☑



TALISMAN

DRAGON EXPANSION

Each player guides a character in possession of a basic equipment of talent, luck and gold, this can vary during the game. These characteristics and the event cards plus reactions of the character influence the game. Die Drachen is the 4th expansion for the 4th edition of Talisman. Three Draconian Lords - immensely powerful and im-

mensely evil - have returned to the Lands of Fire, they want to acquire the Crown of Command. Players draw dragon markers at the start of the game which usually results in placement of a dragon scale onto one of the Dragon Lords. When a lord has acquired three scales it turns Dragon King and a scale is placed on the board. When

a character encounters such a scale he draws a Dragon card instead of a normal adventure card from the stack. When he successfully completes the confrontation he keeps the Dragon scale, it enhances his combat power against the Draconian Lords and their minions. Die Drachen expands the game with a new double-sided board for the Inner Region, either featuring the Draconian Tower for a final confrontation with the Dragon King or featuring familiar terrain demanding new tactics. The expansion comprises 300 new cards and markers as well as six new characters and miniatures, supplemented by three different new alternate end-of-game cards; you have to decide on their use before you start the game. The new board and cards can be used separately from each other.

As usual this expansion is a must for all fans of the game, again and still fantastically good, and a new attractive extension of ways to play in Talisman country. ☑



INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
60+

Designer: not stated

Artist: not stated

Price: ca. 40 Euro

Publisher: Hasbro 2012

www.hasbro.de

EVALUATION

Board game with app
For children
Version: de
Rules: de en
In-game text: yes

Comments:

Free download for the app
* No internet connection necessary to play *
Standard mechanisms supplemented with mini games and videos

Compares to:

Zapped editions of other games, e.g. Monopoly

Other editions:

Hasbro USA



INFORMATION

PLAYERS:
2-6

AGE:
9+

TIME:
90+

Designer: John Goodenough

Artist: Team

Price: ca. 35 Euro

Publisher: Heidelbergberger 2012

www.hds-fantasy.de

EVALUATION

Expansion
With friends
Version: de
Rules: de en and others
In-game text: yes

Comments:

Expansion can be used completely or only in parts
* For use with other expansions, also with Highland or Catacombs * Beautiful components and sensational graphics as usual

Compares to:

All editions and expansions of Talisman

Other editions:

FFG, Giochi Uniti, Edge Entertainment, Galaka,



THE HOBBIT

AN UNEXPECTED JOURNEY

7↑

Bilbo Beutlin is surprised at Bag End by the arrival of 13 dwarves who manage to persuade him to join them as a master thief on an unexpected journey. But before the group can set out, Gandalf, Dwalin, Fili and Kili need to find the other dwarves who managed to get lost in the hobbit holes.

First the game is assembled,

then each player chooses a character. The cream-colored pieces are hidden secretly in the hobbit holes, one per hole. In your turn you roll the die: For a number you advance your character by this amount of steps, orthogonally, not diagonally. For the map you go to any hole. At the hole you reached to raise the cover stone with the help of



a flare and show the beige tile to all players. If it is a dwarf you take the dwarf and set it down open-faced. When you found a symbol, a hobbit or a meal, you place the tile next to the hole and try to find the second half of the pair in another hole. When you manage to do so you can call a dwarf with two symbols, that is, you can look into a hole of your choice. When you thereby find a dwarf you can take him, other tiles you put back. Two hobbits earn you information you can look into a hole secretly. For two meals a player of your choice must put back one of his dwarves into a hole. When you directly find a dwarf when looking for the second tile you cannot keep him! When all dwarves have been found the winner is the player who found most of them.

The Hobbit is a very attractive implementation of the current topic; as usual the first fun is provided by assembling the game, and then you have fun playing it, with the Lego Die that challenges you to invent your own rules. ☑

INFORMATION

PLAYERS:
2-4AGE:
7+TIME:
25+

Designer: not stated
Artist: not stated
Price: ca. 35 Euro
Publisher: Lego 2012
www.lego.de

EVALUATION

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

Comments:
Fantastic components and attractive board, as usual
* Very nice mechanism *
Topic and mechanism go well together * Rule variants suggested

Compares to:
All other Lego games featuring the Lego Die

Other editions:
Currently none



TIPTOI

MISSION IM LESEDSCHUNGEL

7↑

As adventurers players venture deep into the jungle in order to master challenging missions - the Hunt for the Fabled Ruby of the Maharaja or the Search for the Rarest Animals in the World provide always new challenges which you can master alone or together with up to three more players. The game must be set up according to instructions; you should

choose a table that is standing by itself, because in some of the missions you need room to move, because actions are demanded, for instance running around the table.

This means that you not only need attention and concentration and need to listen closely to what the tiptoi pen tells you and take pains to read the cards carefully and ex-

actly but that you also need mobility and agility and dexterity for the action tasks in some missions.

You must cooperate in order to win together and at the start you choose a mission from 15 missions in three levels of difficulty. When the pen knows what you have chosen it names the six reading cards you need for the mission and then the pen tells you whose turn it is and sets a task for you. Sometimes you must move the marker and touch the movement points on the way with the pen, one after the other. The compass rose is necessary in this game for directional information and to choose player colors and levels of difficulty.

When all tasks of a mission have been completed all players win together.

For all tiptoi games there can be only one verdict - fantastically done, intensely educational, providing lots of fun intense stimulation; not for nothing the series is THE bestseller in the Ravensburger program during the last two years. ☑



INFORMATION

PLAYERS:
1-4AGE:
7+TIME:
var

Designer: Kai Haferkamp
Artist: Michael Menzel
Price: ca. 20 Euro
Publisher: Ravensburger 2012
www.ravensburger.de

EVALUATION

Interactive educational
For children
Version: de
Rules: de
In-game text: yes

Comments:
Challenging and informative * High enticement value * Lots of fun to play * High educational value

Compares to:
All editions of tiptoi and all educational games on the topic of reading

Other editions:
Currently none



VIVA JAVA

THE COFFEE GAME

Not a quiz game, not a life style game but a semi-cooperative negotiation game in which a group of experienced Fields Researchers travels all over the world to find best-selling coffee blends. If you travel furthest and are most diligent you will be promoted and can retire in style - with a life-long supply of coffee! In the course of the game you de-

velop and research new blends of coffee in ever-changing teams. Each round of the game comprises three distinct phases which are repeated until one of the three end-of-game conditions is met. Then you win with the highest total of points acquired from Blending and Researching. In the field phase players alternate to place their explorer



markers on a map of the world and collect beans; then players sort themselves into teams and either blend coffee to score or research to acquire abilities. In this phase a lot of discussion happens; you can make promises you never intend to keep and negotiate until all players are able to decide which side of their Blend/Research marker they want to show. The action of a team is decided by a majority vote. Then, in the third phase, players add new blends to the best-seller list and calculate their score. Then the mixtures „degrade“ and become weaker.

When there is not enough room available for new blends or when a player manages to reach the end of four ability tracks or arrives at a total score of 21 the game ends and all players add up their points for their final score. Unusual, with an immensely interesting topic and equally interesting game mechanics; you need to plan, to interact, to force alliances - a real power package of a game! ☑

INFORMATION

PLAYERS:
3-8

AGE:
13+

TIME:
90+

Designer: T.C. Petty III

Artist: Team

Price: ca. 45 Euro

Publisher: Dice Hate Me Games 12
www.dicehategames.com

EVALUATION

Worker Placement
With friends

Version: en

Rules: en

In-game text: yes

Comments:

Good mix of planning and interaction, luck and strategy * Alliances are essential, as is adaption to unexpected events * Stunning components

Compares to:

First game of this kind and topic, basically worker placement and negotiation games

Other editions:

Currently none



WORLD IN FOUR

COUNTRIES OF THE WORLD

7+

Justin Oh, game designer for Gemblo, brought to Essen a game on countries and flags, World of Four.

The game offers four cards each for 13 countries of the world plus two cards for South Korea and four card holders. The story of the game tells us that we are spies collecting information; each nation provides four differ-

ent kinds of information held by other spies, that is, other players. The game is prepared according to the number of players and then you try to collect quartets of country cards.

The sets of cards are rather pretty, in each set for a country there is a card showing the flag, one for the capital, one with a political map and one with a famous

touristic sight.

In a turn you have two actions - turn up one of the face-down cards in the display and show it to all players; if a player believes that he can use the card for a set he announces this and shows all cards. When he is correct you go to step two of your move, if not this player puts a card down into the common display. In the second step/action you ask another player for a card from a country - if he holds it he gives it to you. If he has it or not, the turn passes to this player.

When all quartets have been found and assembled you win with most points; quartets 1 to 5 are worth 5 points each; quartets 6 to 13 are worth their number and the two cards for South Korea are worth 10 points.

The rules for the English version leave a lot of room for interpretations, for instance about the question what card must be discarded in case of a wrong announcement. All in all again a game that is of interest as an example of Korean game design. ☑



INFORMATION

PLAYERS:
2-4

AGE:
7+

TIME:
15+

Designer: Justin Oh

Artist: B. H. Ahn

Price: ca. 16 Euro

Publisher: Gemblo 2012
www.gemblo.com

EVALUATION

Card collecting game

For children

Version: multi

Rules: en kr

In-game text: no

Comments:

Pretty cards * Basically simple mechanisms * Rules leave room for interpretation * Mixture of memo and Happy Families

Compares to:

Happy Family, memo games

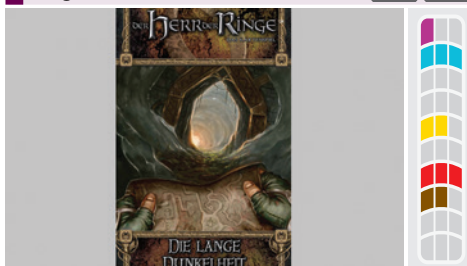
Other editions:

Currently none



DER HERR DER RINGE DIE LANGE DUNKELHEIT

Publisher: Heidelberg
Designer: Nate French



Zwergenbinge Die Lange Dunkelheit / Dwarfrowdelf The Long Dark is the 4th Adventure Pack = AP for the LCG Der Herr der Ringe Das Kartenspiel / The Lord of the Rings The Card Game, featuring 60 cards, with a difficulty level of 7. Cards come from this AP and the encounter sets "Biegungen und Abzweigungen" sowie "Gefahren der Grube" from the Khazad-Dum extension. There are now orientation tests for individual heroes and some cards have "lost the way" effect; a new Card in The Long Dark scenario is "Cave Torch". Secrecy is a new keyword and reduces the costs for playing a card from hand in relation to the threat level. *Version: de * Rules: de en es fr pl * In-game text: yes*

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

DISNEY PRINCESS MEMORY

Publisher: Ravensburger



The well known game mechanisms of memory are here used for a game featuring the lovely princesses from Disney films, from Ariel to Cinderella. 72 cards form 36 pairs and show images from the film. As usual, you play according to standard memory rules: In your turn you reveal two tiles. If you have found a pair, you keep it and can turn up another pair of cards. If you have turned up different images, you turn both tiles over again and the turn passes to the next player. When all pairs have been found and taken you win with most pairs. *Version: multi * Rules: de en es fr it nl * In-game text: no*

Memo game for 2-8 players, ages 4+

HANABI

Publisher: Abacusspiele
Designer: Antoine Bauza



All players together make up one firework in each color, using cards of values One to Five in ascending order. You only see the other players' cards and give card information to a player or discard a card or play a card to a firework. To give information and discard a card, one uses a white or black hint tile which is turned over to the other side. If you play a wrong card, you turn over a lighting tile. Should the third lightning tile be turned over, all have lost the game together. When the fireworks are complete and cards left in the draw pile, all win together. First published by Cocktail Games, 2011. *Version: de * Rules: de fr * In-game text: no*

Cooperative card game for 2-5 players, ages 8+

IM WIMMELKINDERGARTEN

Publisher: Haba



Haba, too, is using an interactive reading and narrative pen, which at Haba goes by the name of TING; Im Wimmelkindergarten uses this technology to portrait a day in the nursery - players can accompany Emma through her day - sing, play, do handicraft, play in the garden and read together. The pen narrates and informs with a total of 450 words, sounds and stories and also provides four games: Zähl mit mir!, Ich sehe was!, Such mit mir! and Richtig oder falsch! Each page of the book contains a small puzzle, which all together can be combined into a big puzzle. *Version: de * Rules: de * In-game text: yes*

Educational game for 1 or more players, ages 3+

MEINE FARBEN UND FORMEN

Publisher: Ravensburger



Colors and shapes are important topics for toddlers and of special interest to them; they need to be recognized and understood and - in a next step of learning - allocated. Familiar animals like cat, bunny and monkey assist them. At the start you simply sort the colors into the corresponding area of the box and name them; then you pick out all shapes of one color and fit them into the corresponding gaps on the color board. As a next step you can sort the pieces by shape and color into the mixed-color boards and finally play a Shape Lotto or Shape Race using the shape die. Series "spielend Erstes lernen". *Version: de * Rules: de * In-game text: no*

Placement game for 1-3 players, ages 1 1/2+

POLITIKER ROMMÉ

Publisher: Amigo Spiele



General parliamentary elections in Germany, which are of course posing some questions - Who holds the best cards? Who can trick the opponent? Who can trump others? With this special deck of cards you might not be able to answer those questions, but you can smile at the nice caricature images; the politicians have been assigned to card values with a twinkle - Queens are Merkel, Künast, Wowereit und Westerwelle, Steinbrück, Brüderle, Seehofer and Trittin are Kings and so on ending with Christian Wulff or Karl Theodor zu Guttenberg as Jokers. *Version: de * Rules: de * In-game text: no*

Card game for 2 or more players, ages 6+

STORY CUBES CLUES

Publisher: The Creativity Hub
Designer: Rory O'Connor



A small box holds nine dice, each dice features six different and unique images, abstract or not, that can be interpreted or named in many ways. This gives you 54 images or terms to play with: You roll all nine dice, choose any for the starting die and tell a story. This story must feature all nine images on the dice in any order; You can play alone or in a group; in a group each player tells a story and you vote for the best or each player must continue the story by using one of the cubes. Clues/Spurensuche is one of three expansion packs with three dice, images come from the crime/detection genre *Version: de * Rules: de en es fr it nl * In-game text: no*

Narrative game with dice for 1 or more players, ages 6+

TOP TRUMPS FUSSBALLSTARS 4

Publisher: Winning Moves



TOP TRUMPS SPORTS INTERNATIONALE FUSSBALLSTARS 4
Choosing your card's best attribute, beating (trumping) your opponent's card, and winning the cards played in the round - already a Classic! Cards are dealt evenly to all players. The active player chooses an attribute on his top card (no shuffling of the deck!) and calls out the corresponding value - all other players check their cards for the value of this attribute - the player with the highest value gets all cards of this round. In case of a tie cards go on the table and the winner of the next round receives those too. Themeset: Sports Internationale Fussballstars 4. *Version: de * Rules: de * In-game text: yes*

Card/quiz game for 2 or more players from age 8

ZOZZLE FILLY ELVES

Publisher: Noris Spiele
Designer: Elena Fyrogeni



Puzzle with the help of your memory is the motto of the Zozzle series. 45 tiles are laid out face down. In your move you turn up two tiles. If they are different, your move ends. If they both show the same part of the picture, you may take one of the tiles and turn the other over again. If you have that part already in your puzzle, you turn back both tiles. Then you have another move and turn up two tiles. You win if you are the first to complete your puzzle. Also available with other images. *Version: multi * Rules: de en fr it * In-game text: no*

Placement and memo game for 2-4 players, ages 4+

HUGO KASTNER RECOMMENDS

I'M THE BOSS

SID SACKSON'S LEGACY

Dear readers! „I'm the Boss“ is a new edition of „Kohle, Kies & Knete“, nominated for Game of the Year 1994 and published by Schmidt, and one that must be gladly acclaimed as the original - as Knut-Michael Wolf, the editor of the first German edition blithely stated - „this is the best he [Sackson] has ever designed.

If you are familiar with some games from the master's Cevre, but do not know „Kohle, Kies & Knete“ you will be able to join the gaming table with tension and a high degree of expectations from this negotiation poker.

The history of „I'm the Boss“ goes back even further into the creative time of Sid Sackson. A not very presentable card game edition was published for the US-American market already back in the Eighties under the name of „It's a Deal“. This was not really feasible for the German market and the rules very completely revised. Fortunately Schmidt was able to hire a meticulous dedicated professional in the person of Knut Michael Wolf to work on rules adaption adequate to the approach to games on this side of the Atlantic. Maybe I should rather use rules expansion or rules regeneration, as - and this is stated by the editor himself in an interview - his own contribution to a readable and catching introduction to this atypical Sackson game is rather formidable. Well, premature accolades are now given, so now we can confront the core question, the assessment of this new issue's quality. [From: WIN March 2005, HK] You can come to your conclusion in Leopoldsdorf im Marchfeld, in the Austrian Games Museum. Website: www.spielen.at

A board with sixteen squares and one „dollar“ marker are lit up by the light of my lamp and entice you to turbulent investments. And as fun and wits are also present at the table the investor cards show corresponding names: Carolyn Cashman,

Debra Dougherty, George Goldman, Lance Liebgeld (Dearmoney), Stephanie Sacks [ac accolade to Sid Sackson, HK] und Will Wadsworth.

Now, what is the aim of the game? To state it baldly, to amass money, to finalize deals with a profit, to embody the motto of the game's title („I'm the Boss“), and, first and foremost, to have the most money at the end of the game.

Typically American, you might want to remark. Well, at least the world of financial transactions is mirrored in an interesting way. Any reputable player takes on the bank, but all players individually begin with empty purses. „I'm the Boss“ is powered by negotiations for every single dollar, by continuous, somewhat surprising insertions of cards that sent Lady Luck like a ping-pong ball here or there. You suffer more when more player friends are assembled at the table and lustily comment on missed mega deals of others with untrammelled gloating, when there are vociferous discussions, maybe supported with a conclusive argument in the guise of a surprise card. This takes us to the crucial point: „I'm the Boss“ is not a game for restrained, cogitating people, because there is barely time to think about the use of one card or the other, because everybody, really everybody, act all the time and simultaneously. The more temperament you use to manipulate small or large transaction, the more decisive you are the more you will entice your fellow players into improvident actions.

Total interaction is the trademark of this masterly game by Sid Sackson. Will there be enough at the end? Wait and see - there can only be one true tycoon!

Comments to: Hugo.Kastner@spielen.at

Homepage: www.hugo-kastner.at ☑

RECOMMENDATION #89

Designer: Sid Sackson

Artist: William O'Connor

Price: ca. 30 Euro

Year: 2003

Publisher: Face2Face Games

www.face2facegames.com

PLAYERS:

3-5

AGE:

12+

TIME:

60+

Tactic Info+ Chance

Regardless of how you plan your tactics to be successful you need, in addition to a lucky allocation of cards, you need investors and clan members provided by fellow players. And they do nothing for free! But this is business, when money is in play. The valuable support cards of your fellow players remain hidden until used, so business is always like walking a tightrope and nothing can top a decisive, last-minute, loud and masterly I'm the Boss, uttered at a deciding deal and with an American accent.

Hugos EXPERT TIP

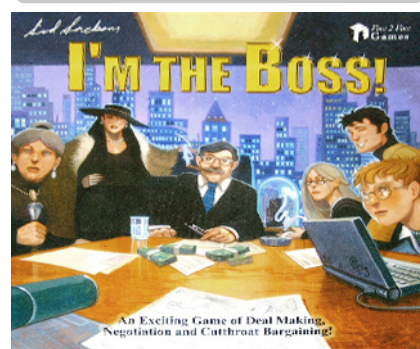
Should you be looking for an improvement on „Kohle, Kies und Knete“ in this new edition of the game, you will look in vain. If you own the Schmidt edition you can pass on „I'm the Boss“. Okay, they offer a few small in-house versions, of which I like the one best which does not change the order of play when a Boss card is played.

Hugos FLASHLIGHT

Once you have experienced the pulsating, lively striving for a mega deal you will recommend „I'm the Boss“ to each none too cognitive group of players. The rather dry denomination of „negotiation game“ does give no inkling of the inner dynamics in this master piece by Sid Sackson. So prepare for a turbulent evening, especially then loud, clever negotiations suit your character. „I'm the Boss“ is a sure winner for players with convincing arguments.

VORANKÜNDIGUNG:

BRIDGE
QUEEN OF CARD GAMES

**IMPRESSUM**

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

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

Copyright (c) 2013 by Spielen in Österreich - Die Spiele Collection, Spiele Kreis Wien, Österreichisches Spielefest, Spielefest, Wiener Spiele Akademie, Spiel der Spiele und zwei Spiele-Symbole sind eingetragene Warenzeichen.

Ihre Email-Adresse: Wir versenden oft an unsere Mitglieder, Abonnenten und Interessenten eine Erinnerung für Termine und sonstige Infos. Wenn Sie noch nie eine Email von uns erhalten haben, fehlt uns Ihre Email!

ÖFFENTLICHES MEDIUM
Dieses Medium liest der
»OBSERVER«
Österreichs größter Medienbeobachter
Tel.: (01) 213 22 0

Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5

La Poire

