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TERRA MYSTICA



IN THIS ISSUE WE REPORT ON THE FAIR PLAY MODENA IN ITALY

EDITOR-IN-CHIEF DAGMAR DE CASSAN

PLAY Modena

A report from Modena in Italy

After a break in 2012 we have been driving south again this year, Modena was beckoning with new games and a chance for a bit of spring, and we did find both! The first novelty happened Friday afternoon, PLAY XL, a gaming session on the first floor of the halls. We met visitors from Germany, Mac Gerdt and Peter Dörsam presented Mac's prototype of Oppida / Concordia, and we got in a game of Giza from Mayfair, too.

The halls, again, were laid out a bit different: In the second big hall, Hall B, which in previous years was reserved for model building, there were board games and huge areas for playing games and Hall B also hosted Angelo Porazzi and Area Autoproduzione. Hall A was, as usual, featuring booths of game producers and distributors and game clubs, and in the middle you found a huge area for playing board games, role plays, prototypes and tournaments.

Albe Pavo

Carnival Zombie by Matteo Santos and Jocularis, for 1-6 players, ages 13+, was shown as a prototype; a cooperative game on the topic of Carnival in Venice, but with



zombies. Four days are divided into day and



Foto v.l.n.r.: Angelo Porazzi (Area Autoproduzione) und Andrea Ligabue (Club TreEmme)

night, if you did not escape Venice on the fourth day, you lose; this is a game without and points gained by chance, but partly driven by stress points.





Alex Games

As in previous years, Alessandro Dolcetto showed his game, all created earlier, he did not have a new game to show. The big presentation at his table was **Sócc'Mel** – a game with the top of catastrophes at home, in the office and on the streets. You



play a catastrophe on the next player, he can react with another one and hands on both cards to the next player. If you cannot react correctly or play a four-letter word to reduce your irritation, you must adjust your irritation marker accordingly. If it reaches 11, you lose. Other titles in his range are **Condominium**, a game on apartments and their inmates for 2-6 players, ages 8+, and **Wizards of Soccer**, a soccer simulation with cards for 2 players, ages 6+, with a fantasy topic.



Angelo Porazzi Games

Angelo Porazzi did not have a new game from his own publishing company, his Area Autoproduzione was dominated by self-publishers and prototypes. See there.



Area Autoproduzione

Area Autoproduzione, initiated and enthusiastically coached and overseen by Angelo Porazzi, offers a chance to designers and self-publishers of games to demo their



prototypes or already produced games to an interested public.

Bologna Medievale Le Due Torri is a game on city building for 3-5 player, ages 12+, by Giovanni Nicolazzo, presented under the label of Omniteca Lab, you build the city walls and famous Two Towers of Bologna.

Carte Binaire, a system of playing cards, was present again as in the last years. A card deck features four colors and four symbols,

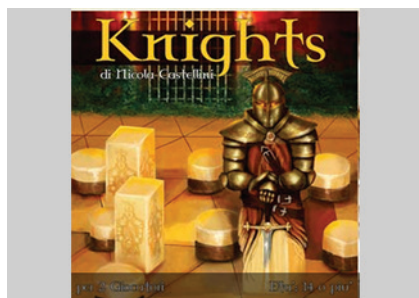


the numbers are noted in binary code, the picture cards depict computer accessories, the number codes show color symbols in respective numbers in case you cannot manage the binary code.

Luca Cazzani shows **Dungeon Pig** for 2-6 players, ages 6+, a party game on the topic of Catch the Pig! Sounds simple, but the pig can turn into a dragon; if you are in the same room as the pig you can attack it and catch it with dice roll; you have two actions in a turn.



Nicola Castellini once more showed his abstract placement game **Knights** for 2 players, ages 14+, you move oblongs as



40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

Modena, the city of fast Ferrari cards, the city where the world-famous vinegar is produced and where you can find one on the world's best restaurants - #3 in the ranking, Vienna holds #9 with Steirereck – but for us Modena for one weekend was the city of games in Italy, hosting PLAY Modena. Thank you to Andrea Ligabue for the invitation and with him success for the coming events, because PLAY is the event in Italy where games are at the center and not part of a Comics event etc. Italy, her publishers and her game designers need not be shy, they have established themselves firmly in the European games community and again and again come up with fascinating ideas. What was new in Modena and what was interesting, all this information you can find in our report on Modena, and yes, there are games for specialists, too!

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

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<http://www.gamescompanion.at>

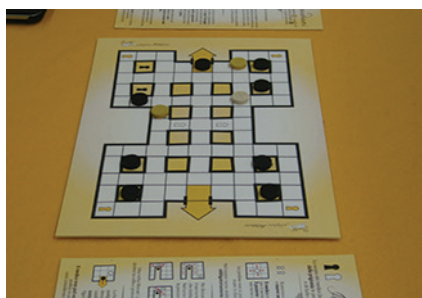
officers into triangular spots and as a result turn over soldiers into your own color; aim of the game is to occupy one given triangle. The number of steps is determined by dice, if you do not have three soldiers surrounding one officer the officer is defeated and taken off the board.

Pixel Tactics is another prototype and also a card game, you have heroes or leaders, recruit, attack, etc.; the cards carry markings for the purposes they can be used for.

Giacomo Doni did bring his Game **Punto**



180, an abstract placement game for 2 players, with a topic of liberating patients, one player impersonates doctors and patient, the other one wardens.



Salernum by Mara Montagnani for 2-4 players is a game on a town, in this case Salerno; four tribes want to conquer and settle Salerno; you make your way across town up to the castle; if you are the last one present in the castle you have won the



siege and have conquered Salerno.

Siracusa is yet another city building game, by Sergio Quattrocchio and Maurizio

Pelizzone for 2-4 players, it is in an early prototype stage; you use cards with personae that yield resources or permits for



building.

VEGE tables is a design by Daniele Ferri, dating from 2011, for 2-5 players, ages 10+; it is a card game in which you acquire land and place seeds that grow and flower to become fruits and vegetables; you must



harvest, use the tractor and obstruct the labors for your opponents.

Yummell by Alessandro Ivanoff for 2-8 players, ages 12+, is set in a fantasy world named Kfoorp; you guide one of eight characters along a track and use the character's abilities, confront and defeat creatures and master events; depending



on the outcome you move forward or backwards on the track.



Ares Games

On show was the prototype of a Kickstarter project, **Galaxy Defender**, a cooperative miniatures game with a SciFi topic, up to



five players jointly fight an Alien invasion, in a series of missions within a story-driven campaign.



Dast@Work

Newly arrived from the printers and instantly picked up by me - **C.O.A.L.**, short for Combat Oriented Armored League, a game on the topic of steam-driven units, so-called Steambots, fighting each other, a design by Stefano Castelli for 2-4 players, ages 8+. The game mechanics, for which you



can choose from eight pilots, demands a mixture of bluff and planning and offers different game modes and versions as well as deck-building rules.



dv Giochi

We could try a prototype of **Bang The Dice Game** for 3-8 players, a really well done transformation of the best-selling card game, using a few dice and very few rules to get across flair and feeling of the card game. You roll up to three dimes, set dice aside as usual, dynamite must be kept; with 1 and 2 you shoot at your immediate neighbor or the player next to him, which costs them live points; and then there is your secret



goal depending on your character, Sheriff, Renegade or Bandits.

Already published is a new theme edition of Anno Domini, a series, which



is now published in Italian by dV Giochi - **Avvenimenti Bizzari** – Unusual Events, as usual intended for 2-8 players, ages 10+, within the series One Fun Family.

Dynamix

Designer Cristian Piovano presented **Teledar** for 1-6 players, ages 98+; the Kingdom has been cursed, the king has lost



his healing powers and monsters overrun the realm; players must close the Portal of Evil and find at least one of the keys.



Ghenos Games

In addition to the Essen 2012 releases Wild Oltrenatura, Swordfish and Lupin 3rd Expansion 1 the booth hosted the range of games from Giovani nel Tempo:



Giovani nel Tempo

A series of games intended for senior citizens or children to improve concentration and memory abilities; currently there are three



titles in the range: **Mentabile** by Mirella Cerato featuring picture tiles, **Verba Volant** by Ennio Peres on letters and words and **Non c'è 2 ... senza 3!** by Leo Colovini and Carlo A. Rossi, a memo game with triplets of pictures.

NARRA TIVA

Narrativa

Besides Bacchanalia, which was already presented at Essen, there was a series of role playing games; especially promoted was **Fantasm Assassin** by D. Vincent Baker, the original is called Murderous Ghosts, a



mixture of role play and adventure book for 2 players, ages 12+.

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



Personal Studio

Within the Area Autoproduzione Marco Pieri showed a game called **Board of Dreams** for 2 players, ages 10+, featuring the logo of his company Personal Studio; it is a baseball



simulation with boards for different arenas, for instance San Francisco or New York; you use 10 out of 50 players and have decks for attack and defense.



Placentia Games

Stefano Groppi showed his Essen release Ark & Noah and one could also try the prototype of **Florenza The Card Game**, intended for 2-4 players, ages 14+. As in the



board game you must build buildings with resources previously collected, this new version of the prototype features family cards which change the use of resources.



Politecnico di Milano

The Milano Politechnical School showed an interesting project: As part of a studies course on the topic of Game Theory and also Game Design nine prototypes of games were presented; at the booth there was little information on the games, only on the project itself.



Raven Distribution

The distribution and whole sale company offered a new card game called **Ready To Rock**, designed by Tommaso Bonetti for

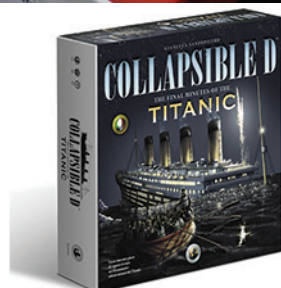


2-9 players, ages 14+. You try to be the first rocker to reach the stage of the concert.



Sir Chester Cobblepot

Now featuring this logo, there was once again a presentation of **Battle of Ravenna** by Gianluca Sanpietro, French vs. Allied Spain/Italy and others; 2 players move their markers by means of points or dice and resolve the battle using dice; the troop



commander gives orders; if they are not implemented he suffers loss of trust.

Collapsible D picks up the topic of the last minutes of Titanic; the life rafts are lowered into the water - Collapsible D as the last of them - and passengers try to snatch a place in them; there are different classes of passengers and not every boat takes every passenger; women and children have priority. The game is already published.



Vitakraft

As in Essen 2011, the producer and distributor of animal food and animal care products shows games under the series heading of Champion; this year the focus was on **Champion of the Horse Race**, which is the newest title. You use standard



mechanisms to move across the board, master obstacles, answer questions and try to win the race with your horse; there are also games on cats and dogs, all played from animals' viewpoint.

Zizzi Pierluca

The designer of Asgard, Caligula, Defense for Agarthi and Arcanum hat also brought a new prototype, **The Lion's Empire** for 2-5 players, ages 14+. Topic of the game is the conquest of the Hittite Empire; you use two concentric wheels to move from the center outwards collecting commodities; you build up armies and erect buildings, other features of the game are hunting and gods; basically there are four main strategies in the game, Commodities & Gods or Army or Buildings or Regents.



This brings us to the end of our tour around PLAY Modena; besides the many booths of Lego, game shops and also game clubs, who offered a wide range of already published games to try out we also met visitors from Poland - Ignacy Trzewiczek presented games from Portal Publishing. A big thank you is due to Andrea Ligabue for the hospitality at PLAY, to Pietro Cremona for a wonderful evening with traditional regional food and to Mac and Peter for joining us! ☑



TRANSFORM MOUNTAIN TO LAKE

TERRA MYSTICA

SETTLE A FANTASY WORLD

Terra Mystica ... a synonym for 20 pages of rules that need to be read. You read about terraforming and game preparation and sometime, somehow all of it suddenly makes sense. What do I want say?

Well, you must invest quite a bit of time to familiarize yourself with the rules and the incredible amount of wooden playing pieces and of cardboard tiles is very nearly frightening.

So, if you get the chance you should let somebody explain the game, which in itself will surely take at least half an hour as well, albeit the rules being in reality exceedingly well-written. I have no idea how I could do a better job on them. You even find the correct paragraph rather quickly, should you be searching for something or want to look something up.

Really remarkable when you know that with publisher Feuerland Spiele a newcomer is responsible for the rules and the game. But you also note that experienced people are in background somewhere, among them Uwe Rosenberg.

But he is not the designer, those are Helge Ostertag and Jens Drögemüller, whom I esteem for being the designer of Zepter von Zavandor, which is one of my absolutely favorite games.

In Terra Mystica each of 2-5 players governs the fate of a fantasy people. All in all there are 14 peoples which lure with special abilities to try them. Those peoples must be developed during the course of the game, by expansion, city construction or culture.

Each people has a home terrain and only

Markus Wawra

14 different people, very many possibilities, I am nearly disappointed that a certain routine establishes itself after a few games, yet this is a very felicitous game that I like to see on my table.

on areas of home terrain you can build new dwellings. As those terrains are in limited supply or cannot always be reached it is necessary to change other terrains into your own.

This can be achieved by different means

and is, in relation to the "closeness" of terrain types, of varying complexity. For instance, it is cheaper to change desert to waste land instead of into a lake. Which gives us one of the central and name-giving elements of the game. This changing of terrain (=Terra-forming) and the respective possibilities to spread out on the board are the core of the game.

The basic mechanics of the game are pretty simple:

You play six rounds. In each round all peoples are given resources for buildings they constructed. Then players in turn implement actions until all pass. The first player to pass will be the starting player for the next round.

You choose your action from:

- Transforming and Building

Areas that are adjacent to your own areas may be transformed by discarding workers and, if this resulted in creating your home terrain, be settled with one of your dwellings, which comes at a cost of resources (money and workers). Settled areas are property of the respective player and cannot be reformed or settled by other players.

- Shipping Improvement

In order to expand across rivers a people must have knowledge in shipping. By spending resources (money and priests) you can acquire or improve this knowledge.

- Transforming Improvement

Improvements in transforming allow a people to transform terrain from now on for lower costs. The ability can be improved by spending resources (money, workers and priests).

- Upgrading a building

By spending resources (money and workers) you can upgrade buildings into better ones.

- Place a priest into the order of a cult

Priests can be placed for advancement in one of the four cults. For this advancement you can earn different rewards in the course of the game, but mainly victory points at the end of the game-



- Power actions

Power is the fourth resource in the game (besides money, workers and priests). Power can be used to transform terrain, to build bridges across rivers or can be changed into other resources. This changing into other resources can be done anytime with

- Special actions

In the course of the game you can acquire special actions in different ways, which enable you to do different things, for instance terraforming, free construction or upgrading of buildings or advancement in a cult.

- Pass

If you pass you finish your round. When passing you choose a role. Those roles result in additional resources, special actions or victory points for the next round.

Besides the roles there are also scoring tiles in each round, which reward you for respective actions with victory points and also reward you for advancement in certain cults with additional actions or resources.

After the sixth round there is a final scoring for the largest connected area, each of the four cults and for consolation points for left-over resources. If you then have achieved the highest score you win the game.

In your first game you will be overwhelmed by the plethora of possibilities and do not really know what to do. But after a few

games you acquire a certain routine and you know what you want. The question is only, when do you want what, which also depends on your fellow players and the variable additional points from scoring tiles. Those considerations are more tactical than strategic. You must react to actions of other players and take care not to be gridlocked on the board.

Terra Mystica easily fills up a games evening, you should calculate a minimum of half an hour per player, and there are no rules changes in relation to the number of players in a game.

The graphics of the game are pretty and professional creations by Dennis Lohausen, the components are, as mentioned at the beginning, absolutely opulent.

All in all I would call Terra Mystica a very good and well-made game for expert players which is definitely worth a close look. For a place in the absolute game heaven for me it lacks some little bits, especially some strategic possibilities, as your strategy is more or less pre-set by your chosen people.

The replay value for me is definitely in the different peoples. Those people, fortunately, play in very different ways and make the game really interesting. ☑

Markus.Wawra

INFORMATION

Designer: H. Ostertag, J. Drögemüller

Artist: Dennis Lohausen

Price: ca. 60 Euro

Publisher: Feuerland Spiele 2012

www.feuerland-spiele.de

PLAYERS:

2-5

AGE:

12+

TIME:

150+

EVALUATION

Development game

For experts

Version: de

Rules: de en

In-game text: no

Comments:

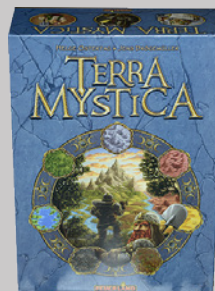
Professional design * Opulent components * 14 different peoples * Lots of interaction on the board * Good but very extensive rules

Compares to:

Catan, Zepter von Zavandor

Other editions:

Several foreign-language-editions are announced



My rating:



POLLUTION CONTROL

CO₂

MAKING A BETTER EARTH



Pollution is heavier and heavier every year: why don't we try to make Earth a little better?

A game on Earth's pollution is something to carefully consider ... and a new game from Vital Lacerda is something to consider even more carefully, after the time spent on his first hit (Vinhos).

Also I must confess that it was not so easy to explain this game to readers that never tried it: so please excuse me if sometimes I will be more annoying than usual. CO2 is a game that must be tested at least a couple of time before being able to appreciate it and I would like to make other gamers understand at least how it works.

When you open the box you are impressed by the number of gaming pieces and by the board. The latter feels really ugly, at the first impact: we see so many beautiful boards today that and you cannot believe that a company may produce something like that!!!

A round score track, six places named Europe, North America, South America, Africa, Asia and Oceania (each of them has 3 cases for new projects some spaces that should be filled with energy plants, from a minimum of 3 in Africa to the 6 of Asia) and, just in the middle, the CEP (Carbon Emission Permits) Market and the International Summit Places. No effort was "apparently" made to try to produce a more appealing graphic!!

The other components: 5 set of colored wooden disks and pawns (a set per player), 40 purple wooden discs (CEP), cardboard coins (1-2-5-10 dollars), a plethora of cardboard tiles (new projects, fossil power plants, green power plants, regional agendas, summits, etc.), 51 cards (lobby, objectives, events), some special markers ("technologic" white cubes, pollution level indicator, decade counter, round counter, etc.) and 5 player aid cards with a summary of the turn's actions.

It will take a few minutes just to distinguish the tiles, as the game components list will not show any drawings (as most games do today) so you must search the rules booklet (in English, Italian, German and French) to find the right chapter where the pieces

are shown. Their graphics are the same as the board: wan ... but they really give you the feeling of the game, where you must fight EARTH POLLUTION, and pollution is something ugly, wan, shifty and ... deadly (as some skulls on the board and on the tiles will always remind you!!!)

This means that effectively the graphic approach immediately dips you in the "atmosphere" (and this word is really the right one for this game!): well done! Ugly, wan, shifty but ... well done!

The players are the Presidents of Multi-national Energy Companies that face the rising demand of "green" power sources in order to save our beloved Earth from the risk of pollution: if the latter is not stopped in time ALL players lose the game.

But this is not another cooperative/collaborative game as those Presidents still need to individually WIN by having more Victory Points (VP) than the others at the game's end. So during their ... career they have to pay constant attention to the pollution level and thus try to "invest" in Continents that need to be helped with Green Energy Plants.

CO2 is played in DECADES (1970-1980-1990-2000-2010-2020); each decade has a certain number of ROUNDS (5 rounds with 2 players and down to 2 rounds with 5 players); each round allows a TURN to all players and some actions. It will take some time to clearly understand this, as the game rules are not too clear and sometimes mix the words decades, rounds and turn during the explanation.

At the Set Up the players receive 1 pawn (Scientist) and all the discs of the selected color, together with some coins (3-4-4-5-5) and two CEP. The "decade" marker is positioned on the case 1970, the "round" marker on the appropriate space (marked with the icons of 2-3-4-5 players) and ONE Fossil Power plant is randomly picked up and placed on the first space of the energy demand cases of the six Continents.

You then add together the CO2 level of each Fossil plant, placing the Pollution marker on the related case on the Pollution track of the board.

Display then the initial SUMMIT tiles on the board: each tile indicate the name of a big town and the arguments that will be discussed there (nuclear power plants, sun power plants, recycling power plants, etc.) and we will see later their use.

Finally you have to assign to each Continent a Regional Agenda tile that will simply remind you the 3 "kind" of green power plants that may be placed there and which is the most important of the three.

Each Continent will also receive a number of CEP equal to the number of "empty" Energy Demand spaces (remember: the first one already contain a Fossil Plant) and 2 CEP are also placed on the Market.

Pietro Cremona

A very demanding game that will occupy most of your concentration and neurons.

Finally you have to randomly (and secretly) assign 1 COMPANY GOAL card (they show you how to make some extra VP at the game's end) and 5 LOBBY cards (they shows some special benefits that you may use during the game) to each player.

All the "UN" GOAL cards are displayed on one side of the board: you may pick up them if and when you meet their conditions and score some VP (for example: if you already have a "solar" and "biomass" plant you may take the related UN card and score 4 VP).

Finally you place the EVENT CARDS on the board and reveal the first two (the first is the ACTIVE event and the second will be the next one) each event is associated to a Continent and shows a regional Disaster that may happens if the CO2 level reaches the 350 ppm.

The first ROUND starts with the first player TURN, followed by all the other players first turn, and so on. Each player must select one of the following three ACTIONS:

1 – Propose a Project: you select a plant project tile (forestation, solar, cold fusion, biomass or recycling) and you put it in one of the available project cases in front of one of the six Continents. You place the tile face down as this is still a "proposal" and the project is not yet approved.

In exchange you receive the "benefit" granted by that project case: MONEY (1 coin per CEP still available in that Continent) or 2 TECHNOLOGICAL RESOURCES (the white cubes) or a RESEARCH COLLABORATION (you may take in your hand another of your scientists from the reserve or move one of

those that you already have on the board).

2 – Install a Project: you select a PROPOSED project (even those placed by other players) and you turn it face up, paying 1 CEP to the bank. Now you receive the benefit of the project: 2 CEP with “forestation”, 3 white cubes with “solar”, 5 \$ and 1 white cube with “cold fusion”, 3 \$ plus 1 White cube and 1 CEP with “biomass” and 5 \$ plus 1 CEP with “recycling”.

3 – Build a Power plant: you may select an INSTALLED project and build the related power plant. To do that you must have the money and technology (white cubes) printed on the plant tile AND the expertise in that energy source. To verify the EXPERTISE in each energy source you must look at the related tracks printed on the board. If your marker is in a position equal or higher than the number of white cubes printed on the plant tile you may build it: otherwise you cannot, even if you already have the necessary money and white cubes available. We will see later how to advance in the five different expertise tracks

In your TURN you also have always available three FREE ACTIONS:

- Move 1 Scientist
 - Make a visit to the Market (to buy or sell CEP)
 - Play or score a card
- You may do each one only ONCE per turn

The players start the game with ONE SCIENTIST available, but there are three extra pawn for each color in the common reserve: to get them you need to place a project on the Research Collaboration case of any Continent.

Then you need to use your free move to place a Scientist on the board, either from your hand to one project tile; or from one project to a different one; or from a project to a “Summit” tile. The Scientists are important because they grant you some facilities:

- If an opponent want to build a factory using a project tile that has one of your Scientists on he must pay 1 coin to you and you must then either take it back in your hand (gaining 1 Expertise point in that energy source) or send it to a summit where this source is displayed.
- At the end of your TURN you gain 1 Expertise point in a source where you have a Scientist (and the choice is yours)
- When a Summit is completed (all the “arguments” are covered by a Scientist) you gain 1 expertise on the source covered by YOUR Scientist plus 1 Expertise in one of the sources discussed at the summit (at your choice)

Going to the CEP MARKET allows you to purchase a new CEP marker (from the reserve pile in the middle of the price track) or sell one CEP (adding it to the reserve and re-

ducing the official price by one case). If the Reserve runs out the bank add 2 CEP and increase the price by one on the price track.

PLAYING A CARD allows you to get some extra benefits:

- LOBBY cards have two possibilities: an immediate benefit (shown on the bottom of the card: a cube, some coins, 1 CEP, etc.) or a conditional one (if you do something in a Continent you gain something: for example if you propose a Project in Europe you gain 3 coins, etc.)
- UN GOAL cards give VP to the first player who built “X” green plants (for example: you get 7 VP if you are the first to build a solar + forestation + cold fusion plants)

EXPERTISE POINTS are fundamental in the game to build energy plants and therefore high attention must be paid to the different tracks on the board. When you gain your first Expertise Point in one of green energies you place a colored disc on the first case of the related track: any time that you gain extra points on that track you move your disc forward and eventually gain other benefits (printed on some cases: for example, select another track and advance your disc one case, or receive technical cubes, etc.).

You gain Expertise points:

- When one of your Scientists is in a project



at the end of your turn (your choice)

- When you build a new Green Energy Plant (you take a point on that energy track)

- When a Summit is completed

- When you take your Scientist back if another players select his project

Expertise tracks are also important to assign coins at the beginning of each turn (starting with turn 2).

The SUMMITS allow you to get Expertise Points but they "block" your Scientists until the tile is complete: you cannot never move a Scientist that attended a Summit. Initially all Summits need only TWO scientists and are quite easy to finish, especially if players cooperate sending quickly their Scientists in order to increase their Expertise points tracks.

Once a Summit is complete the Scientists are returned to their owners and the tile is discarded: a new Summit tile is randomly picked from the reserve to replace the old one. Summits may have up to FOUR different "themes" and those tiles are not easy to complete, so later in the game you must pay high attention before sending a Scientist to a Summit as you risk to block him for a long time.

When you have the necessary requisites to build an energy plant you may select this option on your turn: then you discard the related project tile and you place the corresponding green energy PLANT TILE on the first available case of the selected Continent. You mark this plant with one of your colored discs. Note that the cost to build the first TWO plants of each types is cheaper than the following three, and this is a consideration that will force the players to meticulously program their initial strategies and purchases. When the track of a Continent is full you may still build a plant there only if there are still Fossil Plants: you discard the Fossil (reducing the CO2 track of the same quantity) and you install the new plant at its place.

Each Continent has a REGION CONTROL tile that shows which kind of green energy plants may be installed there: if you control most types you control that Continent and this grants you the possibility to spend the CEPs of that Continent instead of using your own. At the game's end you may also take the Continent's last CEP available and calculate them as VP for your total.

When all the players finish their turn the ROUND marker is advanced one case and

everything starts again for another turn. When the last round is finished you must advance the DECADE marker one case and start the SUPPLY PHASE for the following decade.

INCOMES are first distributed (the players on first and second place on each Expertise tracks receive the amount of coins printed on their cases), then you must verify the POLLUTION LEVEL of each Continent: if a new green plant was built in each Continent in this Decade nothing happens, otherwise you must fill that case with a new Fossil Plant randomly selected from the reserve and increase the CO2 level accordingly. The player that control that Continent must also pay 1 CEP to the bank. If (unfortunately) the CO2 level reaches 350 ppm or more a DISASTER occurs in the Continent shown on the active EVENT card and all the players that do not have a green plant there must pay 1 technology (white cube) or lose 2 VP.

If the CO2 level reaches or pass the 500 ppm ... the Earth is dead and all the players lose the game: be prepared to lose the first couple of games but do not worry, as this is normal when you learn CO2. So don't be discouraged and try again as you will certainly beat pollution in the following games and you will finally appreciate it.

If Pollution does not win, when the last turn of the last round of the last decade is completed the game ends and VP are calculated. Each player collect all the CEP of the Continents that he controls and sell them to the Market, then you get:

- X VP if you met the conditions of your COMPANY GOAL card
- 1 VP for each 2 coins in your hand
- 3 VP for the player with most white cubes in hand
- 3 VP for the player who scored the most "UN" GOAL cards

This is a demanding game, absolutely not suggested to the casual gamers as you are asked to make long term programs (usually based on which GOAL and LOBBY cards you received at the beginning). Initially the Biomass and Recycling plants are low cost and thus interesting enough to get the most possible resources and coins (on the Expertise tracks), but they will not grant too many VP. Solar and Cold fusion are probably the best plants to use as they have a good balance between cost and VP. Forestation is the most lucrative plant: not only is the most represented on the board, but also grand twice VP as the Biomass and Recycling (bust it also cost twice!). Most of the Region Control tiles have Forestation on top (thus assur-

ing the control of the Continent in case of tie on the Plant track).

To be more flexible you must try to get at least another Scientist in the first Decade as they are very important to get the Expertise Points needed to build plants. It is now clear that you must select in advance which strategy to follow in order to place your Scientist in the right projects.

Remember that you will not be able to build plants without CEP so if the market offers then at low cost (1 coin) do not hesitate to purchase them early in the game as they will be vital towards the end. And if you get the control of a Continent use its CEP to build new plants and keep in reserve the ones you have in your hand.

Never forget to check if you have enough plants to claim a UN GOAL card: they offer quite a lot of VP so carefully plan your new project

I like this game (because in general I like games with long term strategies that really occupy most of your neurons) but I cannot recommend it to normal players, families or causal gamers. ☑

Pietro Cremona

INFORMATION

Designer: Vital Lacerda

Artist: G. Tappainer, P. Simonetti

Price: ca. 50 Euro

Publisher: Giochix 2012

www.giochix.it

PLAYERS:

1-5

AGE:

12+

TIME:

150+

EVALUATION

Strategic resources management

For experts

Version: multi

Rules: de en fr nl + ru

In-game text: no

Comments:

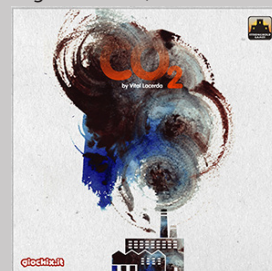
Idiosyncratic, very individual design *
Challenging mechanisms * Long-term strategy is essential

Compares to:

As regards to topic all games on environment, otherwise resources management games with long-term strategies

Other editions:

Stronghold Games, USA



My rating:

ONWARDS TO NEW SHORES!

DIE SIEDLER VON CATAN

ENTDECKER & PIRATEN

The latest expansion for Settlers of Catan takes players into five different scenarios which can be combined with each other, but all of them need the basic Settlers game to play.

Scenario 1 „Land in Sicht / Land Ho!“ is a very simple scenario and only serves to introduce you to the new buildings, playing pieces and landscape tiles.

Scenario 2 „Die Piratenlager / Pirate Lairs!“ introduces the new terrain tiles, Pirate Lairs, and has you discovering and conquering them.

In Scenario 3 „Fische für Catan / Fish for Catan“ players try to discover shoals of fish and then go on and catch them to provide food for Catan and deliver them to the home island of Catan.

In Scenario 4 „Gewürze für Catan / Spices for Catan“ the new terrain tiles for spices are put to use.

Scenario 5, at long last, is the real „Entdecker & Piraten / Explorers & Pirates“ Scenario and is a combination of Scenarios 2, 3 and 4, Pirate Lairs, Fish for Catan and Spices for Catan.

Here I would like to remark that the ascending order of difficulty in the scenarios results in scenarios 1 to 4 being absolutely geared for a target group of friends, but Scenario #5, Explorers & Pirates, is in my opinion geared for expert players, especially when you combine this scenario with other Catan expansions, because it is possible to combine those scenarios with all other expansions that have been published so far and thus to create ever-changing new situations in a game.

For some expansions it will not be easy to achieve a feasible combination and it might not even make sense to try it – for instance with the Seafarer expansion. On his website www.catan.de, designer Klaus Teuber has published an overview evaluating the possible combinations of this expansion with all the other expansions and in this overview also gives hints on the use of components. In general, though, as he

mentions on his website, those tips and advices are not binding or mandatory and that players can set up and should set up their own rules for certain combinations.

To start with, for me as a reviewer it is impossible to describe or even to mention all possible scenarios or game setups that result from combining this expansion with all others, as the possibilities are nearly unlimited! So I have restricted myself to the first two scenarios in combination with the core game only and will only mention some important aspects for the other scenarios.

The box is filled to the brim with new components; I will list only a few of them for examples – harbor cities, units, ships, settlers, pirate ships, shoals of fish, spice bags and the new landscape tiles „Pirate Lair“, „Fish“ and „Spice“.

For our first game we acquainted ourselves with the rather easy scenario „Land, Ho!“ In this scenario each player takes five settlements and fifteen roads from the core game in his chosen color; the expansion provides four harbor cities, three ships and two settlers for each player. Other components that are needed from the core game are two dice, all terrain tiles, all number chips, the six long frame parts and all resources cards. Development cards as well as the special cards for „Longest Road“ and „Largest Army“ are not needed.

We decided to play with the example set-up given in the scenario rules for the island of Catan and did lay out the respective terrain tiles and number chips from the core game. Settlements, harbor cities, settlers and ships were also placed according to this example. For the placement of the starting settlement players received the resources from the adjacent terrain tiles.

At the start of this scenario each player owns one settlement, one harbor city with a settler and one ship with one settler on it.

In all scenarios that are played with this expansion there are always two islands

created with face-down terrain tiles and which need to be reached with ships first and then uncovered. There are terrain tiles that show either a green or an orange dot, and there are green and orange number chips which are stacked next to the board. The Land, Ho! scenario does not feature the Robber as a playing piece, but all the same players need to discard half of their resources in case they own more than seven resources when „Seven“ is rolled.

The course of the game follows the usual scheme; the active player rolls the dice and players receive income/resources according to their settlements in relation to terrain tiles. When no „Seven“ was rolled and a player does

Maria Schranz

A nearly absolute must-have for experienced Catan players, for all other Catan fans and other experienced players an interesting change.

not receive resources he receives one gold as a consolation.

For two gold you can buy one resource and you can do this transaction twice in your turn, provided you have that much gold.

This scenario does not use harbors, as the basic frame parts are placed in a way to make the harbors invisible, but the general exchange rate for resources in this game is 3:1. Thus, the game starts as usual with the resources phase, then – also as usual and in the core game – follows the phase for trading and building, you can do this, again as in the core game, in any order you like.

New is that you can build Harbor cities, settlers and ships in this phase of the game.

Harbor City:

A harbor city is worth two victory points like a city in the core game and can only be created by upgrading a settlement. A necessary requirement for an upgrade is that the settlement has been built at the coast. Settlements not adjacent to the ocean cannot be upgraded to a harbor city. Contrary to a city in the core game a harbor city only yields one resource for each terrain tile that is adjacent to it. The cost for building a harbor city is two Ore and two Grain. The harbor city features a port basin in which you can place one settler or two units or two spice sacks.



Ships:

The cost for building a ship is one Lumber and one Wool. When a player has built a ship he places it next to one of his harbor cities; the ship must be placed with the bow or stern of the ship pointing to the harbor city. A ship provides storage capacity in which you can place settlers, units, spice sacks and shoals of fish; the shoals of fish are not featured in the "Land, Ho!" scenario.

Settler:

Building a settler costs exactly the same as to build a settlement – one Lumber, one Grain, one Wool and one Brick. A settler that was acquired can either be placed into the free port basin of a harbor city or into the free storage area of a ship that points at a harbor point with its bow or stern. A settler brings you no income and earns you no victory points. He simply enables you to found a new settlement on the undiscovered, face-down terrain tiles of the unknown islands once they are discovered.

When the active player has completed the phase of building/trading, this phase is followed by a movement phase. In the movement phase the active player can move all his ships. Ships move along the edges between ocean tiles and can move in any direction. For each ship the active player has four movement points and he may buy two additional movement points for each ship. One movement point costs one Wool, but you can hand in two gold for it, too. To load or unload a ship does not take up movement points.

When a ship points its bow or stern at a face-down terrain tile you turn over this terrain tile. Should it be a tile belonging to the green island you place a green number chip face-up on this terrain tile.

A player must turn up a terrain tile when the bow or stern of his ship points to it and it is still-face-down. Should a ship, carrying one settler, point with bow or stern to the corner spot of a terrain tile that was already discovered, that is, turned up, this player may found a settlement there and he can do this also when he has just discovered this terrain tile.

To found a settlement you take back the ship including the settler into your stock and place a settlement on the respective corner spot. Should a player have already build a settlement on a discovered terrain tile, he can then also

build roads on this tile, but is prohibited to build roads on edges that border terrain tiles that are as yet undiscovered / face down.

Discovering / turning up of terrain tiles is only possible with a ship; the construction of additional settlements – normal distance rules apply – on the island is only possible when terrain tiles have been revealed. You can build a settlement along the coast using ship plus settler anytime, you only need to apply the distance rule.

The winner of this "Land, Ho!" scenario is the player who is first to accumulates eight victory points.

As each player begins the game with three victory points (one settlement and one harbor city) this scenario plays – in contrast to the other scenarios provided – rather quickly and can be won easily within 30 to 45 minutes by an experienced Catan player.

In Scenario 2 „Die Piratenlager / Pirate Lairs“ the components used are supplemented by three additional terrain tiles „Pirate Lair“ for each of the two islands, complete with the respective number chips, and the units and the pirate ship will be used.

„Pirate Lair“ tiles are shuffled into the respective green and orange stacks of island terrain tiles and then the tiles are laid out to form two islands – as those islands are of course bigger now you need additional frames and ocean tiles.

You start this scenario, too, with one settlement, one harbor city complete with settler and also one ship with settler. All units, the pirate ship, the remaining settlements and harbor cities are stock for each player.

Then you need the mission card for conquering the pirate lairs and the victory points tile „Greatest Pirate Scare“, worth one victory point. Each player also has one marker piece of his color which is placed on the starting spot of the mission card. The mission card shows a track of eight spots, one starting spot plus seven spots for pirate lair conquests. Markers in positions One and Two of the track earn you special victory point, markers on positions Three to Five earn you two victory points and markers on positions Six and Seven score three special victory points for you.

The pirate ship virtually replaces the robber. When "Seven" is rolled the usual rule applies – if you hold more than seven resources you discard half of them. The first player rolling "Seven" places his pirate ship onto any ocean tile but those ocean tiles that directly border terrain tiles of the starting island of Catan. From then on, whenever any player rolls "Seven", he either relocates his own pirate ship if it is on an ocean tile or returns the pirate ship of another player and places his own ship instead on a valid ocean tile. Whenever another player wants to move along the edges of an ocean tile with his ship and there is a pirate ship of another player on this tile he pays 1 gold for a tribute to be allowed to move onto or across this tile. This also applies when the ship is already on the same tile as the pirate ship at the start of the move.

Pirate Lairs:

When a player uses his ship for discovery and discovers a pirate lair he places a pirate number chip face-down on this tile. This pirate lair is now up for conquest by all players. A pirate lair is deemed to be conquered when three units are placed on the pirate lair tile; at that point in the conquest it is not relevant if those units were provided by one or by several players.

This is only relevant to determine how many spots a player can move his marker on the mission card track. For this each player who has contributed at least one unit to the conquest rolls the die and add the result to the number of his contributed units. The player with the highest total advances his marker two steps, all others by one step. In case of a tie the player who provided more units moves forward two steps. Then the player whose marker is furthest advanced takes the victory point card "Greatest Pirate Scare".

To win this scenario you need twelve victory points.

As regards to the remaining scenarios I can only say that they are getting more and more complex and thus offer more and more possibilities and choices to all players. Scenario 5, "Explorers & Pirates" is only well-suited to really experienced players.

The graphic design of the new terrain tiles and all other components is excellent and provides assistance for players not so familiar with the Catan family

of games to cope with the new ways and possibilities to play. Handling of settlers, units, spice sacks and shoals of fish takes some time to get used to, and it happens again and again when moving a ship that objects in the ship fall off.

Scenario 1 „Land in Sicht / Land, Ho!“ facilitates access to the game enormously and reduces the rules substantially. But with each successive scenario play gets more complex, but due to the well-structured scenarios and the equally well structured rules access to the game should not be a problem. The glossary at the back of the rules makes it easy to search for and to find specific sections of the rules, because especially when you combine this expansion with other expansions it happens again and again that you have to re-read part of the rules.

I mentioned it already, the scenarios get more and more difficult, and are at the start absolutely suited to the target group that we call “for friends”, but Scenario 5 “Explorers & Pirates” in my opinion definitely is suited for expert players only, especially when combining this scenario with other Catan expansions. In my series of test games it soon transpired that Scenario 1, “Land, Ho!”, is only intended to be an introductory game, as it is rarely played again once players have become acquainted with the other scenarios, yet all players involved in testing this expansion were all of the same opinion, that they would be willing any time to play all the other scenarios and not only Scenario 5, “Explorers & Pirates”, which is of course the highlight of the expansion, but really rather complex.

The new ways to play and act in this expansion extend the familiar game mechanisms considerable and will probably present inexperienced players with unsolvable tasks so that in practice I can recommend this expansion only to fans of Catan or players with a lot of experience. Those players will find nearly unlimited ways and means to create individual scenarios and situations, due to the possibility of combinations with other scenarios.

This expansion in part presents vastly different game situations and courses of events so that the fun in playing it will be of long duration and considerable. If you only can use or want to use the expansion with the core game, you also find enough variety in the five scenarios that are provided so that I can recommend to fans of challenging games, too.



To players who have little gaming experience and have rarely played the core game of "Settlers of Catan" I would recommend to get familiar with the core game before acquiring the expansion, because otherwise it might be too demanding.

My conclusion:

For the experienced fan of the Catan family of games this expansion is an absolute must, for all other fans of Catan and somewhat experienced players it offers an interesting challenge and an expansion that offers diversity and fun for some time to come. For players with little or no playing experience this expansion is definitely too much of a challenge. And, finally, I would recommend to all players who decide to buy this expansion to take a look at www.catan.de, the home page of Klaus Teuber, and at the overview of possible combinations with other expansions that is provided there, as this information and those tips and hints are interesting and helpful when creating your own individual set-ups. ✓

Maria Schranz

INFORMATION

Designer: Klaus Teuber

Artist: Michael Menzel

Price: ca. 25 Euro

Publisher: Kosmos 2013

www.kosmos.de

PLAYERS:
3-4

AGE:
12+

TIME:
120+

EVALUATION

Development game

For experts

Version: de

Rules: de en fr pl

In-game text:

Comments:

Well-structured rules * Nearly endless combinations with the core game and other expansions * Ascending degree of difficulty * You need to be familiar with the core game

Compares to:

All Catan expansions

Other editions:

Catan Explorers & Pirates, Mayfair Games; also at Filosofia Games, Galakta



My rating:



THREE BECOME ONE

FREMDE FEDERN

POACHING IN SOMEONE'S GAMES

Franz, Ferdinand, Fabian and Friedemann would like to play something decent at the games evening. "I would like to play something long like 'Through the Ages', states Franz; Ferdinand would like to play the old classic Agricola again. "That hasn't been on the table for quite some time", he says. Fabian would prefer to play Dominion, because he is hooked on deck building. And then Friedemann clinches it all by announces "that is all water under the bridge, we play all three games at the same time" and places "Fremde Federn" on the table. Astonished stares from all those present! „All three at once“, that's not possible, those three games are totally different, after all, but Friedemann thinks it will work all the same. Take I look, I will explain it:

The board depicts ten printed election campaign offices, depending on the number of players some more will be added, and in each of the maximum of eleven rounds that will be played one more office will be added. This element of the steadily growing number of available choices has been taken from Agricola, albeit not for husbanding our farm, but for helping corrupt politician to win an election by accruing most victory points using up to seven campaign workers and a worker placement mechanism. President and winner of the election as well as the game will be who will have most victory points after eleven rounds or four sold PhD degrees (those are the four last cards that come into play) or who will be first to achieve 95 victory points.

Victory points are collected by being present in the respective offices but also by playing victory point cards from your hand. Naturally, the election campaign offices offer – in addition to victory points – different other possibilities, for instance a shopping permit (you may take a new card from the display), virtual money that enables you to pay for those shopping sprees or drawing additional cards from your own draw pile.

Which is slowly but surely taking us to Vaccarino's ingenious idea of deck building in Dominion, because each player starts with a set of ten cards in hand, seven of them show a coin and three of them show one victory points (these cards do not plug up your deck, but are scored in each and every round!) and as in Dominion you draw five

cards from your own stack at the start of each round. One of those cards is used to determine the order of play by comparing a number that is printed on all cards and is not used for the remainder of the round. The higher the number the more valuable the card is in the course of the game.

In the determined order of play each player puts one of his campaign workers into an office; usually each office can only be occupied by one player, but there are several cards that allow exceptions for this, too. Should there be wooden victory point markers in the office, left over from previous rounds, you take them and mark their value

Gert Stöckl

An extremely good mix of well-known elements taken from three world-class games; deck-building dominates, towards the end a big element of chance is introduced whether the high victory point values will appear after shuffling or not.

at the end of your turn, on the victory point track. The valuable offices, like the ones for doubling of a played card, double shopping permit, two money or two victory points, are of course taken first, so it is important to keep an eye on the order of play as not to have to end up in one of the worst offices as the last one to play. This is like a real campaign, if you are late, life punishes you, or in this case, the voters do.

It is also essential to secure a shopping permit because without such a permit you cannot buy a card from the eleven possible choice on display, regardless of how much money in the guise of cards in hands or virtual money from offices you would have in hand, because, usually, you cannot take cards in hand into the next round, but for this, too, there is a card which allows you to do so.

When all players have placed their three campaign workers it is the turn of those players who did secure additional campaign workers for themselves (card ability), yes, these workers can be acquired or bought, too. Frank sends his regards (funnily enough this name, too, begins with an "F", how fitting).

In the next phase – again in the determined order of play – all players activate all offices



that are occupied by one of their own campaign workers and then you play all cards in hand or discard them without using them. The most important thing in this phase is to secure at least one good card from the possibilities on display (e.g. higher money cards, more valuable victory point cards or other fantast election campaign cards with different possibilities, like "inside information", "use your elbows", "collect donations" or "going on the campaign trail"; all cards have their different advantages (with the exception of the red cards, which you sometimes are forced to also pick up), but also fatten up your deck.

So you must remember to get rid of some less valuable cards on time (e.g. as action from an office) so that you can recycle valuable cards much faster, because – as in Dominion – all that you acquire ends up in the discard pile first, that is, in some sort of discard pile. The cards available for shopping from all come at a price, and in addition, for the cards that are displayed further to the right (which usually are the more valuable newly added cards to buy) there is an additional cost of up to two coins.

Which now has made us arrive in "Through the Ages", that is, on the shopping track of Trough the Ages. The next phase is only used for cleaning up and to prepare the

next round, which comprises shoveling together cards that were not bought, re-filling of shopping choices and placing of wooden victory point markers into those offices that are not occupied by campaign workers.

Conclusion: What Friedemann Frieze has mixed up here, is fun. A certain learning curve as in Dominion exists, too. When do I switch from shopping for cards that earn me lots on money for additional buys to shopping for cards with high victory point values? All this needs good, exact timing? Will I apply maybe an extreme strategy and thin out my deck with a few valuable victory point cards remaining, that are recycling quickly, or do I try to acquire more choices for action with lots of additional campaign workers (you do not have those additional workers on a permanent basis, you must acquire them by playing the corresponding card)?

After one or two games you have by no means seen all the possibilities offered by the game. The design is rather functional and very nearly frightens off game aesthetics. For all fans of Dominion who do not mind to use a few additional established and proven mechanisms I can wholeheartedly recommend Fremde Federn, all others should at least take a look at it. ☑

Gert Stöckl

INFORMATION

Designer: Friedemann Frieze

Artist: Harald Lieske

Price: ca. 27 Euro

Publisher: 2F Spiele 2012

www.2f-spiele.de

PLAYERS:
2-4

AGE:
12+

TIME:
95+

EVALUATION

Deck building
With friends
Version: de
Rules: de en jp kr nl
In-game text: no

Comments:

Fantastic mix of three games * Just try it
* High element of chance

Compares to:

Mainly Dominion and other deck building games

Other editions:

Copycat, Rio Grande Games, USA; Arclight, Japan; Korea Boardgames, 999 Games, Netherlands



My rating:



THE SHEEP OF GLENKILL

SHEEPLAND

HOW DOES A SHEEP CROSS THE ROAD SAFELY?

Questions upon questions, the second one is easily answered by employing a shepherd. That does not take into account the psychotic black sheep which puts freedom above everything and therefore permanently breaks away and crosses roads and paths in a suicidal manner, and, mind you, of course unaccompanied.

Do you know the Sheep of Glenkill? This is

the title of a novel by Leonie Swann, which is no more than average, when closely looked at, if it were not for the main characters, who are a flock of sheep and their shepherdess Rebecca. The sheep engage in painstaking investigative legwork and solve a murder case, or at least contribute a lot towards the solution, and all that is written from the view points of the sheep.

These musings entered my head during the game, sheep, flocks and what goes on in the mind of the black sheep, because the novel not only deals with murder but also with the question of how do sheep cross a road – but now to the game, because this is not a book review, but a review on the new game by Cranio Creations.

Sheepland – land of sheep; the board shows an island in the ocean, strongly reminding me of Sardinia. May the Sardinians pardon the publisher for the really ugly presentation of their beautiful and wonderful island! In the center of the island we find the town of Sheepsburg, surrounded by diverse terrains which in turn are divided into three regions each. Mountains, fields, meadows,



forests, desert or swamp are the different types of terrains that we encounter on the island.

The regions in the terrains are created by roads that divide the island; each of those separation lines shows a number between 1 and 6. At the start you put one white sheep into each region and one black sheep into town. There are six starting tiles, one for

Kurt Schellenbauer

An entertaining, easily accessible family game which offers something for all the family, even if there is a tactician among the players, but don't expect too much substance – it's woolly, sheepy, bleaty!

each region, each player is assigned one randomly and the rest is set aside.

For each terrain type there are five tiles showing values from Zero to Four, these numbers are also the cost for the tiles when you want to acquire them. You set them out in a column, in ascending order, lowest one on top. Each player is given 20 Dinars and one shepherd whom you put on any road on the map.

At the start of each turn you roll the dice and the black number is moved across the road into the corresponding area, but only when there is no fence and no shepherd on the road.

In his turn the active player has three actions and chooses from this selection: Move your shepherd; move one sheep; buy a landscape tile. You have free choice among the actions provided that you move the shepherd and with the stipulation that you cannot choose the same action a second time unless you did move the shepherd first.

The shepherd moves from one number space to the next. For the payment of one Taler you can choose any free road on the island. On the number spot that the shepherd vacates you place a fence and this road is now closed; it cannot be used or crossed.

In order to move a sheep – you can also select to move the black sheep – you move a sheep into an adjacent region, provided your own shepherd stands on the road connecting/between those two regions. The last action, buying a terrain tile, results in exactly this, you buy one the tile from one of the stacks, for the price noted on the tile; the first tile is free, for each successive tile the price rises by 1 Taler.

The final phase of the game is triggered with the placement of the last fence tile. You continue to play until all players have had

the same number of turns, so the last turn is played by the player to the right of the starting player. Should players in that phase have to place fences they use the stack of dark-colored fences that are only used in this final phase.

Then you score the game: Each terrain tile that you own takes on the value of the total number of sheep in all regions of that terrain type. The Black Sheep is counts for two sheep. Each Taler that you own is also worth one point, and in case of a tie all involved in the tie are joint winners.

In the special set of rules provided for two players, each player is given two shepherds of the same color and 30 Taler. In the action phase you must choose one of your shepherds and may only use this one in this phase.

Sheepland reminds me a little bit of Wildlife, published by Clementoni, albeit you having to move herds of mammoths from one area into the other. Here, too, the designer managed to get across and on the board the flair of herding sheep, of assembling single animals into a flock. A road must be controlled by a shepherd at any time, without a shepherd on a road there is no crossing. And at the rear, the shepherd closes the pen and, by and by, each region is fenced in.

The areas on the board are clearly separated and all regions have the same value. The graphic design is a matter of taste and open for discussion; I believe it could be improved, to put it mildly. Because graphics is art and this is always a wonderful opportunity for discussions. In any case the box makes you expect something quite different from what you then find in the box.

But what irritated me most is the Cranio Creations logo. It depicts a skull and Sheepland is a family game. Maybe the publisher should ponder the question if the Corporate Identity fits the target group. My children were a bit frightened and I would think that in a shop you would not pick up a game bearing a skull for a family game.

When talking about components I must mention the bad cutting of pieces, the board is extremely stiff and unyielding and even after a few games we did not manage to make it lie flat on the table.

One of the positive aspects of the game surely is that it allows for quick access to the game and that it also plays quickly and easily. A follow-up, second game is quickly played, but, what we noted in our games, the allure of the game dims rather quickly

and after four or five games it would not be the first one to be selected for playing, but will be one of those that you play for the lack of alternatives; in the long run the flow of the game is too "dry".

The rules are short and concise, one question remains unanswered: What do you do when you are out of money and there are fences on the adjacent roads? This situation would imprison the shepherd who could not move anymore, but you must do three action and one of them must be a move of the shepherd.

That you score points for each Taler left at the end is a good detail mechanism, because before you spend money you calculate if spending a Taler is worth losing a victory point.

Sheepland is a proper tactical family game, but do not expect lots of tactical depth; the game for two is not really worth playing and for us, the greatest attraction came in a game for three players, because in a game with four players inevitably two teams did evolve which herded the sheep together, but Sheepland definitely is not game for team play. ☑

Kurt Schellenbauer

INFORMATION

Designer: Simone Luciani, Daniele Tasci

Artist: Giulia Ghigini

Price: ca. 30 Euro

Publisher: Cranio Creations 2012

www.craniocreations.com

PLAYERS:

2-4

AGE:

8+

TIME:

30+

EVALUATION

Placement and movement

For families

Version: de

Rules: de en fr it

In-game text: no

Comments:

Simple rules * More tactical in a game for two * Tendency for team formation

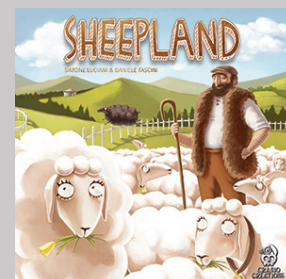
* Very nice family game

Compares to:

Share mechanism in railway games, Wildlife

Other editions:

Currently none



My rating:

2 ERSTE SPIELE

COLOR DICE AND FIRST RULES

3↑

Since 1974 the collection of games called „4 erste Spiele“ is an introduction into the world of game boards and game rules, rolling dice and moving markers. Now this collection is given a smaller companion by the name of „2 erste Spiele“, both again based on using color dice.

Sandkasten-Sammelspiel: The game board is assembled show-

ing the sand box side and laid out ready to play, each player chooses an animal for his marker. Each of the four parts of the board shows five big marbles in different colors; players must cover those marble images with toys of the same color. If you roll blue, red, yellow, orange or green you take a toy of this color and put it on the corresponding



marble in the board part of your own animal. White is a joker, you can take any toy. You can take identical toys, only the color is important.

Abenteuer-Leiterspiel: The board is laid out showing the Adventure Path, again each player chooses an animal marker and places it at the start of the path. If you roll one of the colors - blue, red, yellow, orange or green - you move your animal to the next spot of this color; if you roll white you lose your turn. If your move ends on an arrow or a slide you move your animal to the other end of arrow or slide, for the arrow upwards, for the slide downwards. If you are first to roll a color no longer available on the board you move to the tower and win.

In this version too, attractive components and simple rules plus topics that fit the age are an ideal introduction to game play. You train winning, losing, following rules, use components correctly and to distinguish colors on top of all that. ☑

INFORMATION

PLAYERS:
2-4

AGE:
3-7

TIME:
15+

Designer: not stated

Artist: Oliver Freudenreich

Price: ca. 7 Euro

Publisher: Ravensburger 2013

www.ravensburger.de

EVALUATION

Collection of dice games
For children
Version: multi
Rules: de fr it
In-game text: no

Comments:

Rule-governed games for toddlers * Standard mechanisms for a color die * Trains use of components, colors and following rules

Compares to:

4 erste Spiele

Andere Ausgaben:

Currently none



AMBER

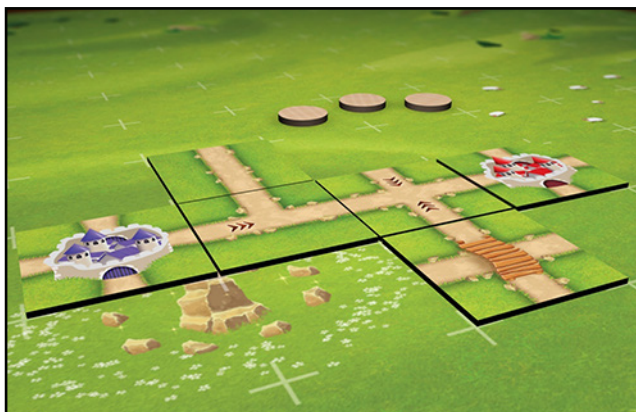
BUILD ROADS FOR TRADE ROUTES

10↑

The kingdom has been expanded with a coastal region and the true wealth of the region are its amber deposits; players build roads to enable access to the new region.

The game is set up according to the rules for the respective number of players; each player is given six road building tiles and is randomly assigned a castle on

the board. In a turn you must place a road building tile on the board and draw a tile from stock. You can only add a road building tile to an existing network of roads and place it only on empty spots, with the exception of bridges and roundabouts; all roads are neutral and can be used by all; connecting of a village or castle to the network can



score you gold; a shovel tile destroys a road or water tile; if you cannot place a tile you pay one gold, discard a tile from hand and draw a new one. If you have connected to all villages and castles you win instantly; otherwise you win with most points from gold and connecting villages and castles when the draw pile is empty.

In the advanced game each player has a shovel tile of his own color which does not count for the maximum number of six tiles in hand and which you can use once in the game, and a certain number of tiles is displayed open-faced; when you draw a tile you can choose to draw from the face-down draw pile or from this display.

Amber is a very attractive family game in the tradition of Carcassonne, restricted to creating roads; you need to consider the use of a shovel well, as destroying water can be very useful; you also need to plan when to connect to a village or castle in order to get the coveted gold. ☑

INFORMATION

PLAYERS:
2-6

AGE:
10+

TIME:
30+

Designer: Thomas Lewandowicz

Artist: Ewa Kotowska

Price: ca. 20 Euro

Publisher: Rebel.pl 2012

www.rebel.pl

EVALUATION

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

Comments:

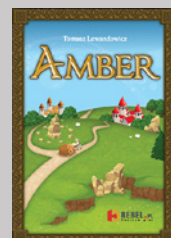
Nice background story
* Simple mechanisms *
Pretty components * Good family game * Two levels of difficulty

Compares to:

Carcassonne

Andere Ausgaben:

Currently none



BIM BAMM!

FIVE HENS ARE MINE!

6+

Uncover animals and count them! 16 double-sided tiles show animals, each of them looks a little bit different, but easily recognizable, and all show a characteristic color and background color; there are dogs, cats, pigs, donkeys and hens; one side of the tiles shows a white frame, the other a black frame. The action tile is snipped

onto and decides the color of the frame showing on the tiles and you display them accordingly in a frame of 4x4 tiles. The cards for your hand are well shuffled and stacked face down, each player then draws a card from this stack and keeps it secret from the other players.

In your turn you can either turn over an animal tile or use the

action tile. When it currently shows the white frame you can swap your card in hand with one from the stack; when it shows the black frame you swap your hand card face down with another player's card. In both cases you turn over the action tile to its other side.

If you see five animals of that kind that is depicted on your card in hand you call BIM BAMM and put down the card for a victory point; should more players look for the same animal at the same time you win the card if you call BIM BAMM first! If you did win the card you draw a new one. If you make a mistake and call BIM BAMM in vain you lose one of your cards if you have already at least one card. If you could collect three cards you are the winner of the jolly animal count.

As all games published by this company, newly founded in 2012, this one, too, impresses by its design combined with the simple mechanism! Pretty, quick and beckoning to be played again, now! ☑



INFORMATION

PLAYERS:
2-5

AGE:
6+

TIME:
15+

Designer: M. Palm, L. Zach

Artist: Johann Rüttinger

Price: ca. 12 Euro

Publisher: Drei Hasen i. d. A. 12
www.hasehasehase.de

EVALUATION

Counting-/reaction game
For children

Version: multi

Rules: de en fr it

In-game text: no

Comments:

Fantastic illustrations * Nice game mechanism * Plays nicely for two players using an additional rule

Compares to:

Finde vier for double-sided animal tiles, Halli Galli for reaction

Andere Ausgaben:

Currently none



BLOQS

A BIG CUBE MADE WITH SMALL CUBES

8+

Since there was Blokus colorful geometrical shapes, made up from cubes, are en vogue; Bloqs enriches the genre with a new game.

32 pieces in eight shapes and colors must be combined to a perfect cube made up from 3x3x3 small cubes. The discs are distributed on the board, the pieces are laid out as stock and

your marker is put on the starting spot: You roll the die and move your marker along the discs; when the move ends on a face-down disc you turn it up and and leave it so. Pieces pictured on such a disc tell you that you must place such a piece into your own cube; in case of an action disc you must steal a piece or take it from stock and put it

into your cube. But: You only do this when the turn ends on a disc where you are alone. When there are several markers on the disc you must swap pieces with those players, with each of them in order of your choice. You remove a piece from the outside of the respective cube and insert it into your own cube. You must not cause collapse of the cube or shifting of pieces in the cube! If you manage to construct a perfect cube of size 3x3x3 small cubes without gaps or protruding small cubes, you win instantly. When there are no pieces in stock or all discs on the board are face-up you win with most complete levels. In a Maestro variant you can play cards, too, sometimes instead of rolling the die, in order to change conditions for moving and building.

Bloqs is colorful, rather challenging and a wonderful family game! The perfect cube is not easy to achieve and sometimes it is better to change strategies early in the game and to decide on as many complete levels as possible! ☑



INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
30+

Designer: Hyo-Jong You, P. Zuidhof

Artist: Rick de Zwart

Price: ca. 34 Euro

Publisher: Playthisone 2012
www.playthisone.com

EVALUATION

Construction game
For families

Version: multi

Rules: de en fr nl

In-game text: no

Comments:

Pretty components * Good, simple rules * Family game with a bit of challenge * Trains spatial thinking

Compares to:

Blokus and other games about filling areas and space using elements of different shapes

Andere Ausgaben:

Currently none



CIRQUE DU MONSTRE

MONSTROUS ARTISTS

There are too many monsters living in this world, being in each other's way and forgetting how to laugh! In the Cirque du Monstre you should assemble as many monsters of different races as possible to run the best circus in town and to teach the monsters to laugh again! You want to collect fame points, ask and bid with talent for money from

sponsors and try to find new sponsors.

Cirque du Monstre is a deck building game in which you start the game with eight artists or members in your circus and one sponsor. The game uses standard mechanisms from other deck building games, each player has his personal draw pile and personal discard pile.



There are always four sponsors on display; in each round you you bid for sponsors using talent values of artist cards in your hand, adhering to stringent rules for bidding, passing and continuing bidding; then you discard artists and sponsors in order to acquire new artists, draw cards and regenerate exhausted sponsors. Special cards are used according to information on the card. When the sponsor cards are gone you win with the highest value of fame points on your artist cards on display.

Cirque du Monstre offers an original topic which has been painstakingly and lovingly implemented, in the German and English translations monster artists and their acts have very fancy names, from Slime's Wild Spin to Hula Hooping Behemoth, and a Nouveau Riche Orc as a sponsor is quite funny, too.

The experiment to decipher cards with the help of the rules is rather tenuous work, so the game currently remains restricted to expert that speak or read Japanese! What a pity! ☑

INFORMATION

PLAYERS:
3-5

AGE:
12+

TIME:
60+

Designer: R. Kawakami, H. Yasuda
Artist: F. S. Kawasaki + Team
Price: ca. 30 Euro
Publisher: Kadokawa Shoten 12
japonbrand.gamers-jp.com

EVALUATION

Deck-building, fantasy
For experts
Version: jp
Rules: de en fr
In-game text: yes

Comments:
Components in Japanese language only * Rules available in other languages, with very concise card explanation * For experts only

Compares to:
Other deck-building games

Andere Ausgaben:
Currently none



CIVILIZATION DAS BRETTSPIEL

RUHM UND REICHTUM ERWEITERUNG

Using diplomacy, war, economy and technology players lead their civilizations through the millennia from ancient times into the space age. You start with a small city without any inventions; build, expand, absorb smaller nations around you and finally have to face conflicts with other big developing civilizations. You can either achieve a

cultural or technological or economic or military victory.

A round of the game consists of five phases – Start of the round, Trade, City Management, Movement and Research. Each phase is completed by all players in turn. The expansions features, first of all, the necessary components for a fifth player plus rules and components for upgrading

capital cities to metropolises, powerful historical personalities as Great People as well as investment cards and investment markers.

In general, the rules of the expansion supersede those of the core game. You use investment cards to acquire permanent advantages, investment markers to not count for coin markers in an economic victory and cannot be stolen and deposited by other players. New are Relics and building of Temporary Defenses. The upgrading of a city to a metropolis is possible due to the new technology of Agriculture; the advantages are expanded outskirts, 2 culture points for Art and a combat bonus of +2 for defense; a metropolis can partly expand into water, not counting for water in movement and can thus be used as a makeshift bridge.

A densely packed and superb expansion for a fantastic game, especially riveting due to the historic personalities, ranging from Nicola Tesla and Adam Smith to Marco Polo and Frieda Kahlo. ☑



INFORMATION

PLAYERS:
2-5

AGE:
13+

TIME:
120+

Designer: S. Meier, K. Wilson
Artist: M. Fahrenbach + Team FFG
Price: ca. 22 Euro
Publisher: Heidelberger 2012
www.heidelbaer.de

EVALUATION

Development
For experts
Version: de
Rules: de en fr it pl
In-game text: yes

Comments:
Excellent expansion * Provides lots of atmosphere with additional historical personalities * Now suitable for five players

Compares to:
Civilization, other development games

Andere Ausgaben:
Fantasy Flight, USA; Edge Entertainment, France, Spain; Galakta, Poland; Stratelibri, Italy



CLOCKS

DICE AROUND THE CLOCK



You strive for the perfect clock! You are given a clock face which features dice symbols equal to the number, next to each number. The board has a backside featuring an inverted clock for an advanced game. Some numbers on the face are marked with action symbols, the Sixes are of a different color and are deemed to be already filled. Depending

on the side of the board you use you start with coins of value 6 or 10.

The rounds of the game comprise three phases: Auctioning of dice, player turns and change of starting player plus – maybe – returning of dice. Dice are randomly drawn from a bag and you use close bids do bid for them and choose dice in descending order



der of bid values. Then you place dice into the clock face in clockwise order; you may leave gaps but pay for them with coins. Perfectly corresponding dice earn you bonus actions, red dice can earn you money and black dice allow you free gaps.

After dice placement you receive money, re-roll a dice on the clock or buy another action from the clock. When you have placed 12 dice on the clock and the game does not end you must discard a dice. If you have achieved a perfect clock – all dice values are correct – or when all clocks are filled at the end of the round, you score for perfectly placed dice, groups of perfectly placed dice and color groups of dice.

Naturally, the bidding for dice is the deciding element; if you spend money at the start for this you can quickly achieve some perfect placement and acquire bonuses; the plethora of choices for actions demand a bit of gaming experience, it takes some time to adjust to this amount of possible actions. ☒

INFORMATION

PLAYERS:
1-4

AGE:
8+

TIME:
30+

Designer: T. de Rycke, S. Vernyns

Artist: Dany Stuer

Price: ca. 36 Euro

Publisher: Sandtimer 2012

www.sandtimer.be

EVALUATION

Dice placement
With friends

Version: multi

Rules: de en fr nl

In-game text: no

Comments:

Fantastic graphics * Good rules, providing lots of choice for actions and decisions * Some gaming experience is an advantage * Plays best for three or four

Compares to:

Star Wars Angriff der Klonkrieger and other games using pre-set placement of dice

Andere Ausgaben:
Currently none



COLOVERO

GREEN TRICKS OR ORANGE ONES?

8+

Colovero is a small trick-taking card game using interesting mechanisms; cards are marked with values Zero to Twelve, each number comes twice in orange and twice in green, plus one joker of each color.

Depending on the number of players only certain numbers and jokers are used; you get nine cards, left-overs are set

aside. The first player leads a card, the others follow. When all have played a card the values of orange and green cards are summed separately, the color achieving the higher total wins the trick; when there is a tie the winner is the color in which the highest single value was played; if there is a tie, too, the winner is the color in which the highest



value was played later. A joker always wins a trick independent of number values, in case of two jokers player the joker that was played later wins the trick. If you played the winning card – the highest number in the color of the winning sum or the winning joker or the winning card in case of a tie – you take the trick and set it down with the winning card showing on top.

When all cards have been played the color that took the most tricks is the winning color and you score one point for each trick that you took in this winning color and one negative point for each trick in the losing color. After the number of previously agreed rounds is played you win with the highest total of points. Definitely unusual, definitely interesting – if you want to score you need not only to trick in the color, but trick in a way that the total is higher than in the other color – tricky! A good memory for cards is in high demand! ☒

INFORMATION

PLAYERS:
3-6

AGE:
8+

TIME:
5+

Designer: U. Linke, H. Koch

Artist: not stated

Price: ca. 5 Euro

Publisher: Koch & Linke 2013

www.colovero.com

EVALUATION

Trick-taking card game

For families

Version: de

Rules: de

In-game text: no

Comments:

Unusual mechanism * Only two colors, no trump * Simple, well-written rules

Compares to:

Trick-taking card games

Andere Ausgaben:
Currently none



CONFETTI

COLORS ON THE TABLE!



The game mechanism is simple: Collect cards, collect cards fast while looking out for high-scoring combinations.

The cards are double-sided; one side features colored circles on a white background, always three circles in three colors in different arrangements. The other side shows different geometrical shapes, again always three,

in different arrangements on a black background.

For a game you simply take the stack of cards - you do not have to shuffle them, they only need to all show the white side up, and throw approximately half of them on the table; when cards fall showing the black side you simply turn them over. Then all sit down in a way that they can



easily reach the cards, left hand to the edge of the table – you use it to hold the cards you collected fishing for them with your right hand. You can take cards from opponents if they are not held down, but you can take all cards only with your index finger or index + middle finger of your right hand, by pulling, pushing or flipping them! In rounds One and Two you can hold a maximum of six cards, in round Three nine cards. You score points for sets of cards showing three circles of the same color in three sizes! Each such set scores one point and four cards can be enough to score two points.

When the timer runs out and you cannot use cards that you took for a set you lose a penalty point for each such card; then you keep a number of cards equal to your score for points and turn them over to the black side.

Witty, fast and a lot of fun! And woe to me, when another player spots a better combination in my cards than I did I lose a point, too! ☑

INFORMATION

PLAYERS: 1-7 AGE: 9+ TIME: 20+

Designer: Sergey Machin
Artist: Sergey Machin
Price: ca. 14 Euro
Publisher: Rightgames 2012
www.russianboardgames.com

EVALUATION

Collecting game
For families
Version: multi
Rules: de en fr + it kr ru
In-game text: no

Comments:
Tricky images * Simple rules * High replay value * Hectic play

Compares to:
Card collecting games

Andere Ausgaben:
Russische Ausgabe, Rightgames



DER HERR DER RINGE

DIE ERBEN VON NÚMENOR



In the cooperative LCG based on the mechanisms of collectible card games players embody a fellowship of heroes encountering dangerous quests in Middle Earth. The Core set for 2 players contains 226 cards in four starter decks, ready for use in introductory games. The game comprises Hero cards, Player cards, Encounter cards and Quest cards.

„Die Erben von Númenor“ transfers events into the fought-over realms of Gondor, more exactly into Eastern Gondor and into the years preceding the War of the Rings. This deluxe expansions comprises 165 new cards introducing two new heroes, a lot of new allies and three copies of each player cards. Three scenarios take you from the relative

security of the streets of Pelargir into the heat of an epic battle against an army Orcs and Southrons – “Gefahr in Pelagir – Peril in Pelargir” with a difficulty level of 5, “Nach Ithilien – Into Ithilien”, level 4, and “Die Belagerung von Cair Andros – The Siege of Cair Andros”, level 7.

Three new key words in this expansion are Archery, Battle and Siege. For a card with Archery in play you need to inflict damage on your characters at the start of each combat phase equal to the value of the respective card; the amount can be split between several characters, values of several such cards are cumulative. For the keyword Battle you add other values of characters, and the same goes for Siege.

Equal to the other expansions this one, too, has been created painstakingly and lovingly, it is a must for all who play The Lord of the Rings LCG; the flair of novel and films is well implemented and pitches you into the heart of events. ☑



INFORMATION

PLAYERS: 1-2 AGE: 13+ TIME: 60+

Designer: Nate French
Artist: Lucas Graciano
Price: ca. 20 Euro
Publisher: Heidelberger 2013
www.hds-fantasy.de

EVALUATION

Living Card Game
With friends
Version: de
Rules: de en es fr pl
In-game text: yes

Comments:
Lovingly done * Catches flair and feeling of the films very nicely * Fantastic illustrations

Compares to:
Der Herr Der Ringe Khazad-Dûm

Andere Ausgaben:
The Lord of the Rings Heirs of Númenor, FFG, Galakta, Poland; Edge Entertainment France, Spain



DESCENT

DIE REISE INS DUNKEL ZWEITE EDITION

Descent Journeys in the Dark combines elements of a tactical miniature board game in a new way with classic fantasy role playing. One player plays the Overlord, who is not interested in successful heroes. His aim is the failure of their mission and his means provided by game components give him overpowering faculties. Up to four heroes

can only succeed with astute action and cooperation. There are variable boards and scenarios, the game flow follows the usual scheme: Enter rooms, turn up tiles, enact, implement and master events, collect items and fight monsters.

There is always one turn for each player, first for all heroes in order of their choice, and then for the

Overlord.

The 2nd edition of Descent is based on the 1st edition of the game. The system for characters and combat has been revised and you can either play an epic campaign or play the various missions/adventures separately. Again the Overlord is confronted with up to four heroes. The goals vary depending on the scenario and you always win as a group. New are defense dice, simplified rules for "line of sight" and a new mechanism for the powers of the Overlord. Rules for a campaign, in which several adventures make up a continuing story, allow for development of heroes' abilities and improvement of their equipment, but also for more powers for the Overlord.

Once again there must be praise for the fantastic graphics and the amount and quality of the components; the revision has condensed the game and made it more accessible at the same time, but you still need some gaming experience for it, especially if you play the Overlord! ☑



INFORMATION

PLAYERS:
2-5

AGE:
14+

TIME:
240+

Designer: Sadler, Konieczka, Clark
Artist: Aparin, Mehlhoff + Team
Price: ca. 60 Euro
Publisher: Heidelbergberger 2012
www.hds-fantasy.de

EVALUATION

Fantasy, Adventure
For experts
Version: de
Rules: de en
In-game text: yes

Comments:

Revised new edition of Descent * Fantastic art work * Can be played as a campaign * Gaming experience necessary

Compares to:

Descent 1. Edition and other fantasy adventure games

Andere Ausgaben:

FFG, USA; Arclight, Japan; Edge Entertainment, Spain, Galakta, Poland; Wargames Club Publishing, Chinese; Giochi Uniti, Italy



DIFFERIX EXTREM

SPEEDY, FOCUSED SEARCH



5+

16 images on a board only seem to be identical, you must spot the tiny differences, and under pressure of time in three of the four variants listed in the rules. For **Memo-Differix** you take one of the boards and 16 tiles; the tiles are placed face-down on the table and shuffled. Now you play a memo game and turn up tiles; if you find one of

your pairs, you take it and place it face-down on your board. When a player has found all tiles the searching phase ends for all players and you now assign the tiles to the pictures on the board and check for correctness with the foil. If you have most correct tiles, you win.

Differix ganz fix is played against the timer, all players try

to place their tiles correctly and as fast as possible on their board. If you are finished before the timer sounds, you stop the game for all. Whoever has most correctly placed tiles, wins.

Differix im Kreis is intended for 6 year olds, you should place as many tiles as possible correctly on four boards over the course of four rounds. Each player has a board and tiles and assigns while the timer runs, then you control the placement and score a point for each correctly placed tile; each wrongly placed tile scores a negative points. Then you hand on the board and after four rounds you win with most points. **Differix mit Weitergeben** is played in teams, in analogy to Differix im Kreis, after a certain amount of time has passed you hand the board over to a member of your team.

This mechanisms, established for 40 years now, are still fun; the time element introduces an additional challenge and very intensely trains focusing and observation abilities. ☑



INFORMATION

PLAYERS:
1-4

AGE:
5-10

TIME:
var

Designer: Elisabeth Richter
Artist: Michael Menzel
Price: ca. 20 Euro
Publisher: Ravensburger 2013
www.ravensburger.de

EVALUATION

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

Comments:

Established, fun mechanism * Nice drawings * More difficult due to time element * Control foil facilitates checking

Compares to:

Other editions of Differix, all games featuring searching for differences

Andere Ausgaben:

Differix, Ravensburger, without time element



FLIEG MIT, KLEINE EULE

BACK TO THE NEST BEFORE SUNRISE!

4↑

The little owls go on nightly excursions of discovery in the woods, but they must be back in their nests before dawn breaks. Players work together to help them to be back in their nests on time.

Depending on the chosen level of difficulty you can use between three and six owls and place them on the respective starting

spots. The tiles are stacked, each player starts with three open-faced tiles and all play in turn in clock-wise direction.

Each player implements three actions in his turn: Play one sun or color tile and discard it – move either the time marker or one owl according to the tile played – draw a tile from the stack and set it down open-faced. If you have a

sun tile on display you must play it and move the time marker forward by one step towards sunrise. If not, you play a color tile of your choice and choose an owl that you move forward to the next empty spot in the color of the tile you played. Occupied spaces in this color in front of the owl you want to move are ignored and jumped over. If there is no spot of that color in front of the owl you move the owl into the nest. When all owls are in the nest before the time marker reaches sunrise, all players have won together.

This game provides a very simple mechanism which is challenging due to the cooperative element; it enables very young players to learn to plan game turns and to work together, because the more tiles of the same color you play in turn the further you can move an owl and of course no owl should be left too far behind. The cute little owl figurines make you want to play again if you turned up too many sun tiles. ☑



FOOD CHAIN

WER FRISST WEN TIEF IM WALD?

8↑

Players create food chains as a mirror-image of nature, you hunt and feed in the forest and compete for the best food.

The game comprises 52 cards with twelve different animals, items or special functions like hunter or a swarm of bees. You have four cards in hand and four cards are displayed on the table to form the forest. Each animal

card shows an animal, its food, its position in the food chain, the animals for which this animal is prey and the score for hunting this animal.

You play in turns and can choose one of five actions in each turn: Hunt, Feed, Retract, Swap cards or Pass. To hunt you cover a card with your own – symbols for feed and hunter must corre-

spond – ant mark it. It is possible that several cards are played onto one card. You can feed when your own animal card is the one in highest position in the food chain of all cards played to the prey card; you take it and set it down. You can only retract a card if it is available, then you take it back and also take back the marker. Available cards can be swapped for cards from your hand, when the card from your hand is higher up in the food chain. If you choose to pass you discard a card and draw a new one. The hunter can catch any animal card once, the swarm can chase away any animal or the hunter, from a food chain once. If passing is the only possible option left for all you score for cards and markers you collected.

This is a nice family game with a rather high element of chance, and risk, too, because if you hunt you offer your hunting animal for prey and also the marker! But if you do not take risks, you go hungry! ☑



INFORMATION

PLAYERS:
2-4

AGE:
4+

TIME:
15+

Designer: Susan McKinley Ross

Artist: A. Pätzke, M. Schiller

Price: ca. 15 Euro

Publisher: Schmidt Spiele 2013

www.schmidtspiele.de

EVALUATION

Cooperative game

For children

Version: multi

Rules: de fr it

In-game text: no

Comments:

Enchanting playing pieces

* Very simple mechanism

* Trains cooperation, planning and some tactic

Compares to:

Movement games with color spots for advance mechanism

Andere Ausgaben:

Currently none



INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
30+

Designer: Meelis Looover

Artist: R. Koppel, G. Rudzitis

Price: ca. 10 Euro

Publisher: Brain Games 2012

www.brain-games.com

EVALUATION

Card game

For families

Version: multi

Rules: de en + fr nl ru

In-game text: no

Comments:

Pretty design * Basically simple mechanism * Game much dominated by the chance element of drawing cards

Compares to:

Games with formation of sets and series

Andere Ausgaben:

Russian/Estonian edition, Print & Play edition



FURCHTLOSE FLIEGER

PILOTES, MAN THE DICE!

6+

As co-pilots of Pit players try to salvage treasure from the volcano island of Habanabi as well as from the many tiny islands in between their starting place and the volcano island.

In your turn you cast/roll all four dice sticks: When the result shows at least one color of the arrows that connect the starting point of the aero plane to

an island you can relocate the aero plane to this island. When there are several possibilities, you choose one of them. If you then want to stop you count the gold coins depicted on the island and advance your marker on the gold track accordingly. If you want to continue flying you roll again and try to reach an island.



If you did not roll one of the necessary colors you have achieved a crash-landing and must end your turn without having collected gold. If you land on an island showing a can you need to re-fuel your airplane: You put one dice stick down on the can and now have, in case you want to continue flying, one dice stick less to roll a suitable colors. If you roll the same color for times in one roll or roll four different colors or reach the volcano island you receive the amulet; if necessary you take it from another player; it allows you to repeat your roll in case of a crash-landing and must then put the amulet back on the compass. When your turn ends you put the airplane back to the starting place. If you reach or pass the last spot on the gold track you win.

Furchtlose Flieger conjures up an entirely new game from standard mechanisms with enchanting components and a few new details, the continue-or-stop decision needs some tactic and bit of probability assessment. ☑

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
20+

Designer: Gerhard Piskowsky
Artist: Thies Schwarz
Price: ca. 17 Euro
Publisher: Haba 2013
www.haba.de

EVALUATION

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

Comments:

Very pretty components
* Good mixture of luck of dice, a bit of tactic and the decision of risk or not? *
Simple basic rule * Fuel mechanism is a nice detail

Compares to:

Dice game with stop or continue mechanism

Andere Ausgaben:

Currently none



GALAXY TRUCKER

NOCH EINE GROSSE ERWEITERUNG

You are a galaxy trucker and build a spaceship to reach the Edge - where you can make profit or loss. You start with the base of Ship 1, choose a covered tile from the middle and add it to your ship or put it back into the middle face-up and choose a new one according to procedure. You can look at the flight card stack while constructing

your ship to get the ship suitably equipped. A part is integrated by placing it next to the base. Then you use eight cards to fly, you stack them and then resolve them. It can happen that you have to abort a flight.

This game was supplemented with Die Große Erweiterung / The Big Expansion and now we get Noch eine Große Erweiterung



ung / Another Big Expansion, in a box of the same size as core game and 1st expansion. New technologies introduce 42 new ship parts, also suitable for defense against aliens, because there are now aliens in Galaxy Trucker, too, who enter ships and eat crew. New ship classes are depicted on ten double-sided space ship plans including rules for flights in a forth lap, accompanied by Credits. And to enable you to fly you need flight cards, you get them for the previously introduced laps I, II and III as well as for the new lap IV. Which takes to the invaders who enter the ship, wander around and gobble up or blast everything unless the heroic crew manages to overwhelm them. A little assistance is given by the specialists on 18 cards who do facilitate the hard life of galaxy truckers, at least a little bit.

As big, as witty and as indispensable as the first big expansion, cleverly devised, attractive and somewhat of a challenge. ☑

INFORMATION

PLAYERS:
2-5

AGE:
13+

TIME:
90+

Designer: Vlaada Chvátil
Artist: Radim Pech
Price: ca. 40 Euro
Publisher: Heidelbergberger 2012
www.hds-fantasy.de

EVALUATION

Placement, reaction
With friends
Version: de
Rules: cz de en
In-game text: yes

Comments:

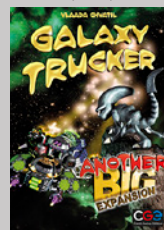
Huge amount of components * Can be combined any way with the basic game and other expansions * Needs basic game to play

Compares to:

Galaxy Trucker

Andere Ausgaben:

At Czech Games, Jello, Rio Grande



GOLD NUGGETS

ROLL, TAKE OR STEAL!

8+

You roll for nuggets and sometimes you might even be able to steal them from other players. Seven dice show numbers and symbols for nuggets and lassos. You roll all seven dice and set aside at least one die, showing lassos and/or nuggets and/or a minimum of three identical numbers.

Then you decide if you want to

roll again. If yes, you roll all dice you did not set aside. Then you set aside dice, again lassos and nuggets; numbers can now only be set aside if they are identical to numbers already set aside or if you rolled again another three or more identical numbers. You can never re-roll dice already set aside. If you cannot set aside one or more dice after a re-roll, your



turn ends instantly and you do not take nuggets.

If you stop, you take nuggets in relation to the value of the dice you set aside: each nugget symbol brings one nugget, three or more identical numbers earn you the number value, so three or more dice Number Four earn you four nuggets only! Lasso symbols have value Zero, but if you have set aside three or more lasso symbols you can take the nuggets earned in this turn from another player. If the chosen player does not have enough nuggets you take only those he has. If you could set aside all seven dice correctly you have another turn. When all nuggets are owned by players you win with most nuggets.

The wish for Gold can make you greedy – so, can I roll the third lasso and steal nuggets from my neighbor who currently owns most of them? Well, let's roll for it! Gold Nugget is a nice and fast version of the Can't Stop mechanism, good family fun in which, as usual, less can be more at the end! ☑

INFORMATION

PLAYERS:
2-5

AGE:
8+

TIME:
20+

Designer: Reiner Knizia

Artist: not stated

Price: ca. 15 Euro

Publisher: Piatnik 2013

www.piatnik.com

EVALUATION

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

Comments:

Nice version of the Can't Stop mechanism * More than three numbers don't yield a higher score * Good mix of chance and some tactic

Compares to:

All dice game with stop/continue mechanism

Andere Ausgaben:

Currently none



HASE HÜPF!

MOVEMENT BY COLOR BALL



2+

Games for toddlers are a special challenge and Ravensburger has mastered this challenge now for many years by providing fantastic games for children ages 2 and up.

Hase hüpf! is a movement and agility game for this age group, topic of the game are animals and baby animals as well as animal sounds and also training of

motor skills with rolling the color ball and assembling the puzzle parts for animal families.

The color ball is a special feature, a ball split in four color segments that always stops in a way that one of the segments points upwards providing a dice result. The game uses this color ball made from cloth and eight puzzle boards made up of three



parts, a so called animal board showing an animal family and two animal tiles with the baby animals of the kind.

In the basic game **Wo ist meine Familie?** you need to combine animal board and animal cards. The boards are displayed open-faced, the cards are sorted by backside color.

You roll the color ball and turn up the top card from the stack of this color. All players now take the card to the corresponding board while moving like the pictured animal and imitating the animal's sound.

Children that are a bit older can play **Farbball-Lotto**: All animal boards are distributed to players, the color ball is rolled and an animal card of this color is turned up.

If you can use the card for your puzzle you receive it and if you are first to complete the puzzle you win.

A seemingly simple game, yet it trains motor skills, colors, sound recognition and imitation, agility and assigning, but most of all provides lots fun for toddlers! ☑

INFORMATION

PLAYERS:
1-4

AGE:
2+

TIME:
10+

Designer: A. Wrede, C. Cantzler

Artist: Katja Senner

Price: ca. 12 Euro

Publisher: Ravensburger 2013

www.ravensburger.de

EVALUATION

Educational, movement
For children
Version: de
Rules: de
In-game text: no

Comments:

Series Spielend Erstes Lernen * Cooperation with ZNL * Components geared to toddlers * Lots of educational content transported by fun

Compares to:

Dice game featuring puzzle parts

Andere Ausgaben:

Currently none



HELVETIA CUP

DRAGONS VS. MANIACS



Soccer is boring, soccer with dragons is better! You train a soccer team in a fantasy setting that has astonishing similarities to Switzerland, and you play single matches or championships.

A team is made up from a goalkeeper, four outfield players, two replacement players and the trainer, you can either impersonate the Dragons from Basela or

the Maniacs from Valé.

You get interested already when unpacking the game, because you find a two-page rule for the family game and a 24 pages booklet with rules for the so called geek version; so I restrict myself to presenting the family version here.

In general the standard soccer rules apply and the winner is the

team that scored the most goals after 90 minutes. In case of a tie there is a penalty shootout. The set-up is done after randomly determining the first attacker, according to the rules. In each phase of a round there are player relocation and action phase.

In the relocation phase of a round you move players, in the action phase you acquire the ball for a pass or a shot at the goal: then the defending team becomes the attacking team and a relocation phase follows; the timer marker is moved to the next red time square. After a goal trainers can substitute players and the game continues with the basic setup. A game lasts the virtual 90 minutes of a standard game with two runs of the timer along the time track.

Helvetia Cup provides fantastic fantasy fun based on real soccer rules and thus a felicitous sport simulation, and all this is done with a wink and a glance at Switzerland, in its family version this is really a family game! ☑



INFORMATION

PLAYERS:
2

AGE:
6+

TIME:
45+

Designer: F. Crittin, G. Largey
Artist: L. Mastroianni, O. Debons
Price: ca. 58 Euro
Publisher: Helvetia Games 2012
www.helvetia-games.ch

EVALUATION

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

Comments:
Two rules for family and expert versions * Very beautiful components including painted miniatures * Well-written rules

Compares to:
Other ball game simulations in a fantasy setting

Andere Ausgaben:
Currently none



JENGA BOOM

DON'T FORGET
TO PULL THE DET CORD!



Jenga – a synonym for all dexterity games in which you must stack things, and this is what you need to do here, too!

36 wooden Jenga blocks offer their familiar appearance, marked the game Jenga Boom, simple rectangular pieces as usual. What's new is the basis – were nicely and with lots of imagination shaped like a pack of dynamite sticks, the timer in disguise.

When you set up the game you pull the "fuse" cord out of the timer and then press the start button to make the platform rise. Then you stack the 36 blocks as usual on the basis, arranged in layers, three blocks per layer each layer shifted by 90 degrees as regards to the previous one. Now you play in turns: To start

your turn you press the arrow button to start the detonator = timer; then you take – using one hand – a Jenga block from anywhere below the highest layer – you can touch blocks to test if they are sufficiently loose, but always using only one hand – and place the block that you have just pulled out on the highest position on the tower, again shifted by 90 degrees as regards to the previous layer. Then you press the button marked with a square. When the detonator „explodes“ or when the tower falls due to any other reason the winner is the player who last pressed the the end-of-turn button without causing the tower to fall.

Jenga as we know and love and yet the timer introduces a chance element which somehow creates havoc with the endeavor to create a stable tower and somehow also ruins the fun from good advice like „no, not there, it will tumble, put it rather on the opposite side“ and – yet somehow, I don't know why – it is fun all the same! ☑



INFORMATION

PLAYERS:
1+

AGE:
6+

TIME:
5+

Designer: not stated
Artist: not stated
Price: ca. 20 Euro
Publisher: Hasbro 2013
www.hasbro.at

EVALUATION

Dexterity game
For families
Version: multi
Rules: de en (19 lang.)
In-game text: no

Comments:
Standard-Jenga in combination with a gimmick * Introduces time pressure and a chance element

Compares to:
Other dexterity games with timer, other Jenga editions

Andere Ausgaben:
Currently none



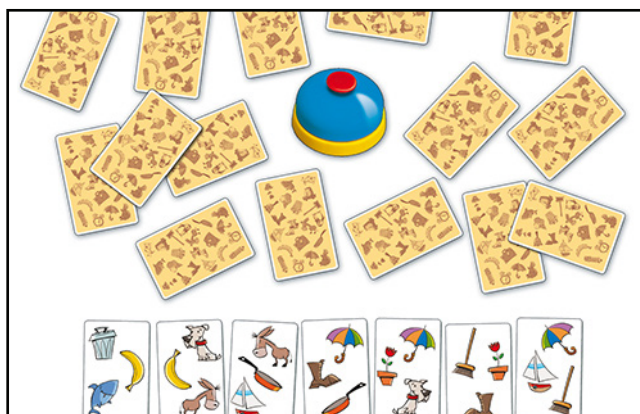
KUDDELMUDDER

CLEAN UP THE HOUSE!

5+

The chaos about the house needs a bit of sorting; 80 cards show items in ever-changing combinations, there are always three items pictured on one card. The bell is placed on the table and the cards, shuffled face down, are distributed around the bell. All play simultaneously, after a starting signal you try for yourself to form a row of seven

cards. You randomly take one card from the middle for your starting card and place it on the table. Then you take always one card from the middle – if you cannot use it you put it back face-down. If a card is of use to you you can place it at the end of the row, either left or right. For a card to be useful and fitting the new card must show at least one



item that is identical to one item on one of the two end cards of the row. If you are quickest to lay out seven cards in a row you hit the bell. Now all other players check your row of cards. If the row is correct and free of mistakes you keep all cards in the row in a stack, all other players but back their cards face-down and a new round begins. If you did make a mistake you put back your cards face down into the middle and must pass for the remainder of the round.

When the last card is taken from the middle of the table, you may keep your cards if at that moment you have laid out the longest row of all players and if the row at that moment is free of mistakes. Now all count the cards in their stock or lay them out in a row; if you have most cards you win.

Kuddelmuddel is nicely made, a nice version as well as combination of standard mechanisms, if you have a good memory for images this can help. ☑

INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
15+

Designer: H. Shafir, G. Burkhardt
Artist: Yaniv Shimoni
Price: ca. 16 Euro
Publisher: Amigo Spiele 2013
www.amigo-spiele.de

EVALUATION

Row forming with cards
For children
Version: de
Rules: de
In-game text: no

Comments:
Nicely combined standard mechanisms * Pretty drawings * Trains observation and tempo

Compares to:
All games on correlations of card details

Andere Ausgaben:
Currently none



LEGEND

THE HISTORY OF 1000 MIGLIA



In 1925 the Mille Miglia Cup was created, a race around Italy which held from 1927 until 1957; the game pictures the period from 1927 to 1933. On the historic route from Brescia to Rome and back again to Brescia very different cards raced each other, interestedly watched by spectators along the route. The details of the track parts

are either flat, ascending or descending, the car cards list the characteristics of all cars. Depending on the status of the road you roll the black dice for a dry surface or the blue dice for a wet one. You decide on a year you want to play and then on the length of the race and finally choose a card that fits the year. When you choose to play



the complete race you have 30 points that you can allocate to upgrades for your car. At the start of a leg you roll dice for weather conditions and from the second stage on cars start each leg according to the order of arrival at the finish of the previous leg. A turn comprises selection and noting down of speed, move car, cope with or implement technical actualities and modify speed on the table, if necessary. A leg can either end with a Flying Arrival at the finish line or with a check point. For a Flying Arrival you can use any speed and start the next leg with exactly this speed. For a check point you must brake to achieve the maximum speed that is allowed and your starting speed for the next leg will be Zero.

Legend offers an attractive and elegant simulation of a historic car race, a family version is available in a separate edition. The atmosphere of the race has been nicely caught, the flow of the game is challenging and is fun, too! ☑

INFORMATION

PLAYERS:
1-6

AGE:
14+

TIME:
45+

Designer: Carlo Amaddeo
Artist: Carlo Amaddeo
Price: ca. 40 Euro
Publisher: WBS 2012
www.wbsgames.com

EVALUATION

Car racing game
With friends
Version: multi
Rules: en it + es nl
In-game text: yes

Comments:
Separate edition for family game and expert game * No upgrade available from family to expert game * Good racing simulation * Historic details nicely incorporated

Compares to:
All games on car racing with alterations to car characteristics

Andere Ausgaben:
Currently none



MAFIA CITY

CORRUPTION AND FIGHTS FOR POWER

Players are bosses of Mafia clans and want to acquire most victory points as a mark of their power in town. The game is played in rounds comprising four: Action, Location, Strategy and End of Round.

For Action you use action cards or place a Mafioso or pass; several Mafiosi are stacked. Actions cards are either played to imple-

ment the effect of the card or to implement the effect of the hat symbol; those cards are the core element of the game and usually mean something bad will be happening to other players. When all players have passed, the Location Phase begins; in this phase you score all locations, that is, you check who controls a location; depending on the location



of the Mayor you score locations in order of their number or in the order of choice by the player who controls the Mayor. If you are in control of a location you score one victory point and you can use the effect of the location.

For Strategy you can retract Mafiosi by taking them back or leave them in place. For End of Round the starting player changes and you draw cards. If you acquire the necessary number of victory points, you win.

Mafia City uses simple rules to provide a game of dense and challenging atmosphere with a lot of interaction; Actions and card effects are always very much related to the topic and sometimes somewhat drastic, just like you imagine Mafia to be like, up to the decision of taking back Mafiosi or leaving them in place – all in all not a game for tender-footed players. Another positive aspect of the game are the beautiful components, from three miniatures for Policeman, Hitman and Mayor to poker-chip-like discs for your Mafiosi. ☑

INFORMATION

PLAYERS:
3-5

AGE:
12+

TIME:
90+

Designer: Petr Bělik

Artist: Petr Bělik, Marek Piza

Price: ca. 40 Euro

Publisher: Stragoo Games 2012

www.stragoo.cz

EVALUATION

Worker placement

With friends

Version: multi

Rules: de en

In-game text: yes

Comments:

Very interactive * Attractive

components * Good rules

* You need to be ready for conflict

Compares to:

The broad variety of games with a Mafia topic

Andere Ausgaben:

Currently none



MAGNUM SAL

MURIA

1368 AD: The King of Poland establishes the Cracow Salt Mine. We as managers of the mine will work hard to be best supplier of the king. On the board you must find minerals, mine them, take them above ground, sell them or deliver them to the king. Three phases of the game comprise several rounds each; in the first round of a phase

each player has one action, in all other rounds two actions; two actions of a kind if you like, but not twice in the same building. Actions are Placing or Moving a miner, Extract salt, Place a miner into a building as Assistant, Visit a building or Pass. At the end of a phase all leave mines and building; new orders are laid out and the mine is prepared again. After



three phases you win with most money from salt and tools.

In the Muria expansion a new salt mine is opened, new buildings are constructed and you can play with five players. The board for Saltworks and Foreman's Building supplements the main board, the main shaft of the basic game is replaced with the new shaft. There are new Tool cards and you select seven of the new tools. The rules of the basic game stay in place, but a player with a Cart can now cross two adjacent chambers or shaft sections free of charge, for a maximum of two salt cubes. The phases I and II end after five completed orders. It is suggested that you use all new elements of the expansion together to achieve an optimum result.

Challenge, demand and interaction of the game are kept up when playing this expansion, you need to plan exactly once again and try to achieve an optimum strategy – if you like Magnum Sal you cannot pass by this expansion for it. ☑

INFORMATION

PLAYERS:
2-5

AGE:
10+

TIME:
120+

Designer: M. Krupiński, F. Miłurński

Artist: Piotr Nowojewski

Price: ca. 15 Euro

Publisher: Leonardo Games 12

www.gryleonardo.pl

EVALUATION

Worker Placement

For experts

Version: multi

Rules: de en pl

In-game text: no

Comments:

Now also for five players

* Again very attractive

components * Good, clear

rules * Still a challenging

game for experts demanding

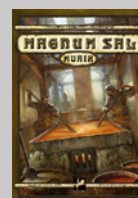
exact planning

Compares to:

Magnum Sal Core game, other Worker Placement games

Andere Ausgaben:

Currently none



PARTY & CO GIRLS

WHO WILL ACCOMPANY SARAH TO PARIS?

8+

Sarah can take only one of her friends to Europe with her and has decided to take the friend who is first to bring her four specified accessories and reach the airport with her passport. You draw a card that shows the accessories you need to collect, roll the die and move your marker. Depending on the spot you reached with your marker

you must master a task for this topic – Green for Look, Pink for Fashion, Yellow for Mixed and Purple for Leisure. If you master the task or answer the question you get another turn. When you master tasks posed by the large spots on the board you take the corresponding accessory. In order to pass the pilot, you must pick up your passport from one



of the passport spots. The finish spot must be reached with an exact die roll. If you master all this first and arrive at the airplane you win!

The mix of tasks and questions is, as in the predecessor Party & Co, exactly geared to the targeted age group – for instance in the Leisure category, „Beyoncé sings the hit song Telephone in a duet with Lady Gaga, Jennifer Lopez or Katy Perry?“, or in Mixed “Which symbol sits at the end of a sentence – comma, semicolon or period?” Fashion for instance demands “Name three famous top models in 30 seconds” and Look “Which make up product is used to darken lashes?”

Once again, a nice mix of tasks and questions, mastered with standard mechanisms. The topic fits the target group and the components are strongly reminiscent of a famous dressing-up doll; a nice touch are the individual invitation letters for the four characters in the game and the nicely selected accessories you must collect. ☑

INFORMATION

PLAYERS:
2-4

AGE:
8-14

TIME:
30+

Designer: not stated

Artist: not stated

Price: ca. 19 Euro

Publisher: Jumbo 2012

www.jumbo.eu

EVALUATION

Party game
For children
Version: de
Rules: de nl
In-game text: yes

Comments:

Nice components * Mix of questions targets age-group exactly

Compares to:

Party & Co, and other party games

Andere Ausgaben:

Jumbo Netherlands



PELE-MELE

COLOR CHIPS ACCORDING TO DEMAND

5+

A colorful, eye-catching board – 11x11 spots show either one color only or a color marked with a Smiley or are black-and-white. On this board you distribute six chips each in four colors at the start of the game. Now you need to collect color chips according to a task card which you randomly draw at the start of the game; then you roll the die once and

place your marker on the spot of this color; by the way, there are spots in six colors.

You roll and move your marker in any direction to the nearest spot in the color you rolled, there can be more than one marker on a spot. Black-and-white spots are barrier spots and can only be crossed in one direction. When you reach a chip you take it and



put it into your own home area at the border of the board. You're your marker ends the turn on a smiling Smiley you demand a chip from any other player, he decides which one he gives you. When the move ends on a spot which a frowning Smiley you must give one of your own chips to a player of your choice. On the joker spot in the middle of the board you can either take a chip from one of the joker spot in the corners or demand a chip or give away a chip! Take care! You must collect four chips corresponding to the task card, but can never hold more than four chips at any time. Should you have to take a fifth chip, you have lost instantly. This rule and the barrier spots make for a very tactical game, because you must get rid of wrong colors as fast as you can! So joker and smiley spots are very much in demand, but take care when discarding chips, because chips on action spots deactivate them. Sophisticatedly simple! ☑

INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
25+

Designer: Horst Pöppel

Artist: not stated

Price: ca. 18 Euro

Publisher: Spielverlag H. Pöppel 13

www.poeppel-spieleverlag.de

EVALUATION

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

Comments:

Sophisticated collecting game * Limits demand quick reactions on wrong colors * Chance from dice difficult to balance * Minimum age seems on the low side

Compares to:

Collecting games with limitations of amounts

Andere Ausgaben:

Currently none



RALLY FALLY

TREASURE HUNT ON A FLYING CARPET

5+

Heavenly treasure hunt on flying carpets, just like in stories from A Thousand And One Nights! You must fly to treasures, depicted on the treasure card, on a tilted, partly magnetic game board. First you assemble the „sky“ for the flying hunt for treasures, as a tilted plane made up from game box and game board. The board is partly magnetic, pieces

are magnetic and represent the Flying Carpets, so that the carpet pieces cling to some spots on the board and slide downwards from other spots. Each player is dealt a treasure card which shows the order in which treasures are collected, and receive a set of Flight cards. In your turn you choose a card, move the carpet piece according to the arrow



on the card – you can turn the card any way you like to determine the direction of your flight – and then let go of the Flying Carpet. Now the carpet piece either sticks to the board or has tumbled into a wind shear and slides downwards until stopped by another magnetic zone on the board. You are allowed to push other Flying Carpets that block your path forward with your carpet. If you reach your target treasure, even if by sliding off, you mark it with your small carpet piece. Flight cards you used are set aside, you get them back when you have used all cards once. If you are first to reach all necessary treasures you win.

Rally Fally is one of those game for which you need all superlatives, enchanting, charming, it works well and is very beautiful, and the sophisticated flight simulation using magnetism is simply marvelous. And as you can place the board in different ways there are no memo effects to speak of on the wind shears. ☑

INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
20+

Designer: M. Schackert, J. Elias

Artist: Patricia Limberger

Price: ca. 30 Euro

Publisher: Ober. Magnetspiele 12
www.huchandfriends.de

EVALUATION

Movement/magnetic effects
For children
Version: de
Rules: de
In-game text: no

Comments:
Enchanting design * Stable, functional components * Simple rules * Astonishing effects * Trains spatial perception

Compares to:
First game of this kind

Andere Ausgaben:
Currently none



RATTUS CARTUS

RATS, PEST AND FOLLOWERS

Black Death is ravaging Europe. Players as princes of their realms rival for succession to the dead King; they travel across the land searching for followers. You visit buildings to acquire various advantages and followers, but, after all, Black Death is afoot and you should keep an eye on the rats. Depending on the number of players you play between eight

and ten rounds, each round comprises five phases: Draw new building cards, supplements, enter building and play population cards, score buildings and end of round. For supplements you use the supplement action on one of the face-up cards on display and then choose one of the buildings; there you mark the first spot in



this building and name the number of cards you want to use and then place them on the table face-down. Then buildings are scored; first each player scores the cards he played for himself - for influence for each population card you play, a rat for each card that does not correspond to the special action of the chosen building and effects in relation to special cards; then all players can implement the special action of the chosen building, with the exception of the last round. In the end you score victory points for most influence on the guilds, most population and joker cards in hand and for majorities with special cards in play. But, should you have accumulated more rats than there are nuns pictured in the Nunnery Row you die; among the survivors you win with most victory points.

An excellent transformation of the board game into a card game, well planable despite the Nunnery Row for a chance element, forcing you to keep a close watch on the amount of rats you are collecting. ☑

INFORMATION

PLAYERS:
2-5

AGE:
10+

TIME:
45+

Designer: Åse & Henrik Berg

Artist: Alexandre Roche

Price: ca. 26 Euro

Publisher: White Goblin 2012
www.whitegoblingames.com

EVALUATION

Card game
With friends
Version: de
Rules: de en fr nl + es hu ru
In-game text: no

Comments:
Good Components * Well-written, concise rules * Very attractive implementation of the board game

Compares to:
Rattus

Andere Ausgaben:
Currently none



RING-WURFSPIEL

ROPES AND TOADSTOOLS

6+

Throwing games are among the most favored games for outdoor games, and in this version of throwing rings Spiegelburg has packed the mechanism very attractively and sturdily into a box. Five big toadstools made from wood are numbered from One to Five, other components are four rings made from ropes and a sheet of rules offering a Grund-

spiel / Basic Game and a variant Wurfmeisterschaft / Throwing Championship.

The **Grundspiel** can be played by 2-6 players: The wooden toadstools are lined up with some distance between them, the numbers all face the same direction. In your turn you take all four rope rings and try to throw them over a toadstool. Of course



it is allowed that more than one ring ends up on the same toadstool. When you have thrown all rings you add up the values of the toadstool that have a ring around them. If you achieve the highest score, you win. If you play several rounds you score a point for each round you win, marked by any item you can find in the meadow.

The version **Wurfmeisterschaft** is intended for 2-4 players; you line up the toadstools in order of their numbers. Each player takes one rope ring and in turn tries to throw it over Toadstool #1. When all have thrown their rings, the rings are collected again; if you hit #1 you can now try to hit Toadstool #2; all others must try again to throw the ring around #1; and so on. If you are first to hit Toadstool #5 with your ring, you win.

Nicely implemented, designed and packed, easily transported in the carrier box or the net bag that comes with the game, all in all lots of fun! Let's go and find a meadow! ☑

INFORMATION

PLAYERS:
2-6

AGE:
6+

TIME:
10+

Designer: not stated

Artist: not stated

Price: ca. 30 Euro

Publisher: Die Spiegelburg 2012

www.spiegelburg.de

EVALUATION

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

Comments:

Enchanting packaging and design * Standard mechanisms nicely dressed-up

Compares to:

All outdoor dexterity games

Andere Ausgaben:
Currently none



RUMBLE IN THE DUNGEON

WHO'S THE BEST BLUFFER?

8+

Out of the House and into the Dungeon, but there is not enough room, either, there are monsters and adventurers who want to grab the King's Treasure. So you must try to keep your own character in the dungeon to the end or escape the dungeon with the King's Treasure. You display a dungeon of 12 cards, place entry and treasure

room + chest on opposite ends of the dungeon and place a character in each room. Each player is secretly assigned two character tiles and two markers of his color, one of those marker is placed on the scoring table.

Then players in turn have one action until only one character is left in the house. In your turn you must do an action – either



place a character that is alone in a room into an adjacent room or start a conflict in a room where several characters are assembled. To start a conflict you simply remove one character; removed characters are lined up in order of their exit from the dungeon. If you sit next to the treasure chest you can take it to an adjacent room; if you manage to reach the entrance you can leave the dungeon with the chest and get in line as last player to leave the dungeon, you have won this round regardless to who really leaves last. When eleven characters have left the dungeon you score for your character that has left the house later. After three such rounds with newly assigned characters for each round you win with most points.

A bit of deduction, a bit of bluff, the more inconspicuous the better and the more players the more randomly; but it is fun and can be combined with Rumble in the House, the entry to the dungeon is turned into the cellar stairs of the house. ☑

INFORMATION

PLAYERS:
3-6

AGE:
8+

TIME:
20+

Designer: Olivier Saffre

Artist: Kwanchai Moriya

Price: ca. 15 Euro

Publisher: Flatlined Games 2012

www.flatlinedgames.com

EVALUATION

Bluff/deduction game
For families
Version: multi
Rules: de en es fr nl
In-game text: no

Comments:

Compact packaging * Nice for in-between or beginners * Funny family game * Can be combined with Rumble in the House

Compares to:

Rumble in the House, Viva il Re and games on bluffs on positions

Andere Ausgaben:
Currently none



SCHATTEN ÜBER CAMELOT

DAS KARTENSPIEL



Rumors are rife in the realm; sons and daughters of the Knights of the Round Table must disperse those rumors and fend off the shadows – but who is the traitor? This is determined at the start of the game, secret loyalties are assigned. The young knights must face a series of quests, represented by five different kinds of cards which are marked with

numbers between 2 and 5 or with a question mark as well as with 1-3 swords. Those cards, together with cards for Morgana and Merlin, make up the rumor deck.

In each turn you choose one action. You can either listen to rumors, attempt a quest or accuse a knight. To listen to a rumor means you turn up a rumor card

and stack it or implement it; you need to remember the number values of cards, because if you attempt a quest you name the quest and sum up the total rumor value for the chosen quest in the stack of rumor cards. When the sum is ranging from 11 to 13, your attempt at the quest was successful and you receive white swords, if the sum is lower you must take black swords, you failed at your attempt. Once in the game you can accuse another player of being the traitor, again swords are given out depending on loyalty. You continue play until seven white or seven black swords are on the table – Camelot was saved or has fallen. The game comes with a solo and an expert version.

Contrary to the demanding board game the card version is targeting families, the flair has been kept, the mechanisms have been very much simplified; all in all the game offers a nice introduction to the genre of cooperation against a secret unknown traitor. ☑



INFORMATION

PLAYERS:
1-7

AGE:
8+

TIME:
45+

Designer: B. Cathala, S. Laget

Artist: Julien Delval

Price: ca. 20 Euro

Publisher: Days of Wonder 2012

www.daysofwonder.com

EVALUATION

Card game
For families
Version: multi
Rules: de en fr
In-game text: yes

Comments:

Very beautiful design * Flair of the board game nicely transferred * Simplified rules * Good entry into the genre cooperation against a secret traitor

Compares to:

Shadows over Camelot

Andere Ausgaben:

Currently none



STEAM

MAP EXPANSION #3

Topic of the game is the great age of track building for railroads; in the basic game you use boards for part of the USA or Germany. Players lay track, develop towns, enhance the maximum distance of railway engines and secure commodities for themselves to deliver them for income or victory points. A round of the game comprises

issuing shares, determine order of play, choose actions, building of track, move commodities, income, costs, income reduction, supplements of commodities and moving round marker. After a preset number of rounds you win with most victory points which you acquire at the end of the game for the income you can accrue and for each segment of

a completed connection, shares you issued lose you 3 victory points for each share.

Map Expansion #3 offers a double-sided game board; one side features maps for Japan, Hokkaido and Singapore, the other side for Western USA, including track tiles and rules.

The expansions Singapore and Hokkaido are both intended for two players, the Japan expansion for 3-4 players and Westward, Ho! can accommodate 4-6 players; there are changes in the rules for the beginners and standard games and you need the core game for all those expansions; in the Singapore expansion there is no difference between introductory and standard game.

What goes for the two previous expansions, Map Expansion #1 for Midwestern USA / Belgium & Luxemburg and Map Expansion #2 for Great Britain / California & China also goes for this one: If you own the core game and like to play it, you will love this well-made and interesting expansion, in which the map for Japan is a special challenge. ☑



INFORMATION

PLAYERS:
2-6

AGE:
13+

TIME:
var

Designer: Wallace, Dontanville

Artist: Jared Blando + Tean

Price: ca. 20 Euro

Publisher: Mayfair Games 2013

www.mayfairgames.com

EVALUATION

Railway game
For experts
Version: en
Rules: en
In-game text: yes

Comments:

Third expansion for Steam * Only for use with the basic game * Four different scenarios * Complete with rules and track tiles

Compares to:

Steam, Age of Steam and all expansions

Andere Ausgaben:

Currently none



TASCHKENT

JADE FOR SILK

At the crossroads of the ancient silk road we sell iron, indigo and jade for Tugrik = money, silk and spices.

Each player starts with three trade outposts, camel herders, a hut and a screen, commodities and card displays are prepared. In the course of the game one trade round comes after 2-4 action rounds. After round Two

and Three you roll the die, Round Three is only played for a result of 3, 4, 5, 6 six, and Round Four only happens for a result of 5 or 6. Possible actions are place a trade outpost, set up a hut, move the camel herder or take 1 Tugrik. Then you have a camel herder action in which you move the camel herder (again).

In a trade round you use trade

outposts to exchange commodities for Tugrik and commodities. Areas are scored in numeric order. In clockwise order you sell one commodity and receive Tugrik OR cards from the display and then remove one trade outpost; sold commodities are placed on huts without such a commodity. Using trade routes you can sell commodities of the same color in an adjacent region. When the last commodity of one kind or the last action card is taken the action round is finished and after the trade round the game ends. The player owning the lowest amount of Tugrik must drop out of the game; the other players score sets of trading cards and you win with most points. Taschkent is a tactical game with the permanent dilemma of unpredictable numbers of action rounds - so you must make optimum use of the two action rounds that will always happen - and the necessity to make a lot of money because you do not want to have to quit at the end! A game that you should not miss! ✓



INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
60+

Designer: Peer Sylvester

Artist: Klemens Franz

Price: ca. 24 Euro

Publisher: Mücke Spiele 2012

www.spielmaterial.de

EVALUATION

Tactical trade game
With friends

Version: de

Rules: de en

In-game text: no

Comments:

Interesting board design *
Good components * Well-interlacing mechanisms *
Good tactic is necessary

Compares to:

All collecting and swapping games with a trade topic

Andere Ausgaben:

English editions



THÉMATIK

SOMETHING STINGING, WITH K OR R



Again a small square tin, also holding a folder on Cocktail Games, with a subtitle of „Small games for all“, and Thématik is a game for all, and as so often in France a game for all is a game on words and letters, this time with a familiar basic mechanism: you must win most rounds by finding words on a given topic which start with a certain letter.

20 cards for points are laid out in a grid of 4 x 5 cards, all numbers in one column, topic and letter cards are shuffled separately.

A game comprises five rounds; in each round you draw five letters and add them from top to bottom next to the number rows. This results in a grid of 5x5 cards. Then one of the players draws and reads it out. From

now on all play simultaneously and search for words fitting the topic and starting with one of the five letters in the grid. If you find a word, you take the highest point card in the row next to the letter, beginning with the one of value four. If two people name the same word, the quicker one scores. All words must be said clearly and loudly, so you must pay close attention and if necessary protest, a word cannot be scored when the majority of players reject the word. The round ends when - depending on the number of players - either one or two rows of point cards are empty. If you have most points you win the rounds, after five rounds you win the game with most points.

Thématik is yet another good game and a good example for how to transform standard mechanisms into good games; the challenge in Thématik is fast thinking and at the same time paying attention to the words that are named by other players. Good, fast and good, fast fun! ✓



INFORMATION

PLAYERS:
2-10

AGE:
8+

TIME:
10+

Designer: Carlo E. Lanzavecchia

Artist: Stéphane Gantiez

Price: ca. 11 Euro

Publisher: Cocktail Games 2013

www.cocktailgames.com

EVALUATION

Word and association
With friends

Version: fr

Rules: fr

In-game text: yes

Comments:

Can be played in other languages * Simple rules *
Fast play * You need to find correct words and pay attention on repetitions

Compares to:

All association games on words on topics and letters

Andere Ausgaben:

Currently none



TING RATZ-FATZ

ZAHLEN UND BUCHSTABEN



Ratz Fatz is the common heading for a series of games in which the mechanism is basically the same: The components of the game are always accompanied by stories, texts and games, an adult tells or reads the stories and players sort the components or allocate them to pictures or use it for games according to the rules provided, but also for self-invented spot-

ting and telling games.

Ting is the product name by Haba for an interactive talking/listening pen; this pen provides sounds, information or music corresponding to an image when you touch the image with the pen.

The two games of **Ting Ratz Fatz Buchstaben** and **Ting Ratz Fatz Zahlen** now combine those two

mechanisms into an interactive collection of educational games. It is also possible to use the pen without an adult narrator, as the Ting pen works as a narrator, quiz master and trainer for numbers and letters and also controls all solutions. Furthermore, the pen poses training exercises. There are four games, called Assign and name!, Sort!, Snatch up! and Look closely! The boxes also provide stickers which you apply to the playing pieces and which activate related information when touched with the pen. As in other similar system you can download for free the data files necessary for a game from the web, the pen must be acquired separately, it does not come with the games.

The Ratz Fatz game mechanisms are a given choice for using the mechanisms of the Ting pen with them, the games are proven and tested, are fun to play and masterly transport the educational content, and of course you can also play without the pen when there is someone to read, tell and explain. ☑



INFORMATION

PLAYERS:
1-6

AGE:
4-8

TIME:
20+

Designer: Hajo Bücken
Artist: M. Leykamm, E. Skibbe
Price: ca. 13 Euro
Publisher: Haba 2012
www.haba.de

EVALUATION

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

Comments:
Contains four games * Can be played alone or assisted by an adult * Educational contents well transported * Challenging games

Compares to:
All games with Ting pen and all Ratz Fatz games

Andere Ausgaben:
Currently none



TOP-A-TOP PLUS

HANDS UP FOR THE SPIDER

Top-A-Top Plus is a stand-alone independent game as well as an expansion for Top-A-Top, which was published in 2011 and for which it provides a new, blue level of difficulty. The aim of the game is very simple: React correctly! The rules are very simple, too – players put their cards, that is, their cardboard discs, on the table and react correctly

to the images on those discs. If you make a mistake you take all discs laid out; if you are out of discs you win.

You lay down a disc on the table and all react to the image on it: Colored clown – put your hands over your ears; Rasta doll on white background – put hand over your mouth; the same doll on a spotted background – imi-

tate a musical instrument; bomb – stand up or, if you are already standing, jump into the air; spider – put your arms up; female doll pointing a finger – touch another player's arm, he may take evasive action; female doll with left hand pointing down – you put your hand on the stack of the player who played the card; if you are last to do so you lose. If it is the last card you must touch the open stack in the middle; face – joker, you can make up your own rules; finally, dog + cat – women must meow, men must bark, or you make up rules for big/small, blond/brown or whatever opposites occur to you. A funny, witty filler for in-between, or to determine who pays for he drinks, or as a party game or for a birthday party, in any case funny, harmless and basically for all occasions! In combination with Top-A-Top the possibilities and also the chances to make a mistake are of course much funnier and much bigger! ☑



INFORMATION

PLAYERS:
3-6

AGE:
6+

TIME:
15+

Designer: Agnieszka Migdalska
Artist: Szwedzki
Price: ca. 9 Euro
Publisher: Kuznia Gier 2012
www.kuzniagier.pl

EVALUATION

Party game
With friends
Version: multi
Rules: de en fr l + sk
In-game text: no

Comments:
Funny drawing * Simple rules * Good party game

Compares to:
All reaction games

Andere Ausgaben:
Top-A-Top



TWISTED EYES

DISTORTION AND DISTRACTION



Another run-of-the-mill drawing game? Yes, in a way, but not quite, albeit one team member drawing and the others guessing at the image, but the person drawing has to wear special glasses.

Let's start with preparations – you make up two to four teams from a minimum of two players to each team, and if possible

there should be the same number of players in each team. The basic mechanism of the game is the same as in all other drawing games – one team member draws, the others must guess the object within the time frame given on the task card. The person who draws must wear special distortion glasses in which special lenses are placed that make



it hard to see your drawing. The lenses come in three degrees of difficulty, yellow for easy, blue for medium and green for difficult. The images themselves are taking from the categories object, entertainment and locations, the back sides of the cards are marked accordingly for a first clue. You roll the die and move the team marker to the next spot of this color on the board. Then you put the lenses of the same color into the glasses and the current team artist draws a task card and rolls the die again for his image.

The artist must not talk or gesture, he cannot use letters or numbers in his drawing and must remain seated while drawing. When the team members guess correctly in time you roll again and move the team marker forward. The team whose marker reaches the finish first wins the game.

Standard mechanisms for a standard party game for friends and families, spiced up and made more challenging with those glasses – a nice, fun game which is absolutely worth a try! ☑

INFORMATION

PLAYERS:
4+

AGE:
7+

TIME:
30+

Designer: not stated

Artist: not stated

Price: ca. 15 Euro

Publisher: Goliath 2012

www.goliathgames.de

EVALUATION

Drawing game
For families
Version: multi
Rules: de nl
In-game text: yes

Comments:
Standard mechanisms *
Improved and spiced up
due to the glasses * Mice
selection of images

Compares to:
Pictureka and other drawing games

Andere Ausgaben:
Currently none



VOLL AUF DIE GLOCKE

WRINKLE YOUR NOSE OR SNIFF

6+

This is a card game where you need to collect four identical color cards and inform your partner with the help of secret signs and messages to score a point.

At the start of a game you agree on a number of rounds and form two teams, partners confront each other. 54 color cards and six cards "secret sign" are shuffled face down and separately. Each

team draws a card to determine how you must transmit your secret sign to your partner, either with eyes or mouth or gesture or vocally or with the help of another fantastic idea of your own. Then you must agree on a secret sign according to that card and do so without giving the other team a chance to find out what you agree on. There is only one



general rule: Secret signs underneath the table are prohibited.

Then each player is dealt four color cards; if this gives you three or four identical cards or two joker you must draw new cards. Then four color cards are placed into the middle and all play at the same time. You swap one card from your hand with one from the display until nobody wants to swap anymore and a new display of four cards is laid out. If you hold four identical cards you give your secret sign as unobtrusively as possible so that your partner can hit the bell and call out "Voll auf die Glocke", if he should hold four identical cards, too, he calls "Mega-voll-auf-die-Glocke und scores 2 points for the time. The cards must be shown for proof. If you spot the opposing sign and hit the bell on time to announce it you win a point for your team. Amusing, simple and difficult at the same time, and be careful, a false alarm loses you a point! If you manage to keep an eye on what others collect you have an advantage. ☑

INFORMATION

PLAYERS:
4

AGE:
6+

TIME:
15+

Designer: not stated

Artist: L. Yvers, L. Jorio

Price: ca. 13 Euro

Publisher: Megableu 2012

www.hutter-trade.de

EVALUATION

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

Comments:
Cute mechanisms * Simple
rules * Advantage in keeping
track of the opposition
* Needs for to play

Compares to:
First game with this combination
of mechanisms

Andere Ausgaben:
Super Kem's, Megableu



VOODOO MANIA

DAMN AND BLAST!

7+

Voodoo adepts do their kind of magic and need to discard all necessary utensils first. The game comprises 91 double-sided utensil cards; each side of the cards shows four out of five utensils – doll, mask, potion, amulet and top hat – in four out of five colors – red, yellow, green, blue and purple; which means that on each side of each card

exactly one defined combination of utensil and color is missing. Each player holds his own stack of face-down cards – the amount varies with the number of player – and takes three cards from the stack in hand. One card is laid out face-up and all now play at the same time trying to find the missing combination on their cards. If you have the



missing combination you name it and put the card on the stack. This of course changes searching conditions for all players, because all now look for the new missing combination. But there is another possibility to discard a card – you can also put a card on the stack on which exactly the same combination is missing as on the current top card on the discard pile. This stops discarding for all, you call Voodoo, all players but the one who called Voodoo draw a card from the bottom of the discard pile and place it at the bottom of their personal stack. A new search for utensils begins. When you are out card, all others score one point for each remaining card; if you have fewest points after three rounds you win.

One should really have Voodoo magic in hand to keep track of the utensils in this funny, witty challenge to look closely and spot combinations quickly and to react even faster before another player places his card. ☑

INFORMATION

PLAYERS:
2-6

AGE:
7+

TIME:
20+

Designer: Martin N. Andersen

Artist: S. + O. Freudenreich

Price: ca. 8 Euro

Publisher: HUCH! & friends 2013

www.huchandfriends.de

EVALUATION

Card shedding, reaction

For families

Version: multi

Rules: de en fr nl

In-game text: no

Comments:

Images easy to distinguish
* Fast reaction and rethinking is necessary * High replay value

Compares to:

Card shedding games with search criteria implementation

Andere Ausgaben:

Currently none



WELT DES GARTENS

QUIZ ON ALL THINGS GREEN

Welt der/des ... World of ... featuring topics from wine and beer to cooking, automobiles and books, on all that is of interest to connoisseurs, goes on being a very successful series in the range of games from Huch!&friends that has now been expanded with "Welt des Gartens", a game that provides information and checks knowledge.

Four guessing boards are laid out around the scoring disc, each player takes a flower for his marker on the scoring discs and three guess chips of this color. Then players together decide on the number of question cards they want to play, the amount determines length of play, twelve cards take about 45 minutes. A question is read out, the card



provides four answers to each question; the number of correct answers can vary from one to three. The questioner reads out the question of his choice from the top card and then all four answers one by one – if you believe one of the answers to be correct you place a chip on the board with the number of the answer. Of course you can use all your chips and thus give a guess on up to three answers. When all guesses are given they are scored. If you got one answer wrong you must take back all chips. If all your guesses were correct you advance your flower by the number of your correct guesses.

As in all other editions this mechanism works well, somehow the chance of several correct answers makes one risk more, emphasized by the fact that besides not moving the flower marker there is no penalty for wrong answers. Another beautiful elegant quiz for which you need not know everything but learn a lot and from which you might acquire a new hobby. ☑

INFORMATION

PLAYERS:
2-5

AGE:
14+

TIME:
45+

Designer: not stated

Artist: Sabine Kondirolli + Team

Price: ca. 20 Euro

Publisher: HUCH!& friends 2013

www.huchandfriends.de

EVALUATION

Quiz with a special topic

With friends

Version: de

Rules: de

In-game text: yes

Comments:

Attractive components *
Well-working nice mechanism * Good selection of questions

Compares to:

All games in the series „Welt der ...“ at HUCH! & friends

Andere Ausgaben:

Currently none



DIE BIENE MAJA EL FLORADO

Publisher: Studio100 Media

4↑



A huge rain cloud darkens the corn poppy meadow; Maja and her friends try to bring as much honey as possible to the bee hive before it gets too wet. The meadow tiles are laid out face down. Each player has a disc for a playing piece and throws this disc onto the meadow so that it hits one or more of the face-down meadow tiles. A water lily is set aside, a dandelion tile you stack for yourself and also a honey flower tile, but this one also allows you to secretly look at two face-down tiles. If you hit another player's disc, you must give him one of your tiles. When the fourth water lily is turned up, you win with most flower tiles. *Version: de * Rules: de * In-game text: no*

Dexterity game for 2-4 players, ages 4+

FINDE DEN FREUND!

Publisher: Logis

Designer: Laima Kikutienė

5↑



64 playing cards show four kinds of animal in different colors and moods; players need to find cards with one or two identical characteristics. Eight cards are laid out face down in a circle. You turn up one card and follow the instructions on the card, for instance turn up the 2nd card to the right, and so on, until you get back to the starting position or until you stop voluntarily. When you stop you take cards you turned up, replace them from stock and group and display cards you took. You can have up to five cards in hand and cannot change groups already displayed; when the stack is empty groups are scored. *Version: multi * Rules: de en * In-game text: no*

Spotting game for 2-6 players, ages 5+

FÜHL' DOCH MAL

Publisher: Noris Spiele

Designer: Wolfgang Dirscherl

4↑



You really have to have it at your fingertips in order to find the correct shape in the bag. The game comprises 30 wooden shapes, there are five copies of each of the six varieties. Players are the "groping kid" in turn and roll the symbol die; this die determines the shape that must be found in the bag. The other players are dice kids and roll the standard dice in turn; when one of them manages a double before the the groping kid has found the correct shape this player becomes the new groping kid. When the groping kid finds the correct shape it keeps it and rolls again. When you have collected six shapes you win. *Version: de * Rules: de * In-game text: no*

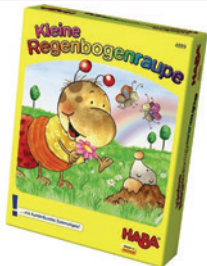
Tactile game with dice for 2-4 players, ages 4+

KLEINE REGENBOGENRAUPE

Publisher: Haba

Designer: Udo Peise

3↑



All want to play with the little rainbow caterpillar, so players try to be first to complete their own caterpillar by lining up all the pieces. Each player holds a set of eight cards with the same backside and lays out head and tail of the caterpillar; the remaining cards – each of them depicts one of the colors on the die – are shuffled and stacked open-faced. Then you roll the die; if you have this color on top of your tack you can insert this card between head and tail of your caterpillar. If you are first to be out of cards you win. *Version: multi * Regeln: de en es fr it nl * Text im Spiel: nein*

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

QWIRKLE TRAVEL

Publisher: Schmidt Spiele

Designer: Susan McKinley Ross

6↑



The game sounds easy: You form and elongate rows of the same color or the same shape to score points! You draw 6 pieces. The player with most correlations in these 6 pieces lays out a row. Then in turn each player can place one or more pieces to form new rows or to extend existing rows or exchange 1-6 pieces for new ones. In rows of the same color each shape can only be present once, and in rows of the same shape each color only once. Newly placed pieces must have contact to other pieces already placed, but not necessarily to each other. You score points for each piece in each row that you form or extend. *Version: multi * Rules: de fr it * In-game text: no*

Tile placement game for 2-4 players, ages 6+

STIBITZ

Publisher: Ravensburger

Designer: Heinz Meister

4↑



Raven Rico loves to steal beautiful things and you must look closely to see what he managed to pinch now. 40 items – four copies of ten different ones – are spread on the table and each player is given four raven chips. In each round another player secretly removes one item and all other try to figure out the missing item as quickly as possible. If you are first to name the correct item you can discard one of your raven chips. If you make a mistake you must take a raven chip. If you are first to get rid of all your raven chip you win. Younger players use only three sets of items. *Version: multi * Rules: de fr it * In-game text: no*

Spotting and memo game for 3-6 players, ages 4-8

STORY CUBES PREHISTORIA

Publisher: The Creativity Hub

Designer: Rory O'Connor

1↑

6↑



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. Prehistoria/Urzeit is one of three expansion packs with three dice, images come from the dinosaur/prehistoric times 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 SPECIALS TRASH PACK

Publisher: Winning Moves

8↑



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

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

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

WARHAMMER INVASION BLUTQUEST

Publisher: Heidelberger Spieleverlag

Designer: Eric W. Lang

2↑



SCHILD DER GÖTTER

The Core Set holds four pre-constructed card decks for Empire and Dwarves against Orks and Chaos. With Battle Pack cards you can adapt Core Decks to your preferences and strategies. The card types in the game are Unit, Tactics, Quest, Support und Draft. Aim of the game is to set fire to two out of three regions of the opposing capital. The **Blutquest/Bloodquest Zyklus** is the 5th cycle of Battle Packs. **Schild der Götter / Shield of the Gods** is the 6th pack in the cycle comprising cards 101-120. A shield forged among the stars was sent from heaven awaiting the hero carrying it into battle? Will it be enough to stop the hordes of destruction? *Version: de * Rules: de en es fr * In-game text: yes*

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

AGE OF STEAM

What is this system about? What is lit up by our usual lamp? On the one hand you must connect towns by railway tracks for the purpose of transporting different commodities to the cities of the respective colors. Engines are a purely fictitious means of transport and help to master the various laps and to accrue large profits. But transport must be financed – and money is more than scarce, from the

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

PLAYERS:

3-6

AGE:

13+

TIME:

120+

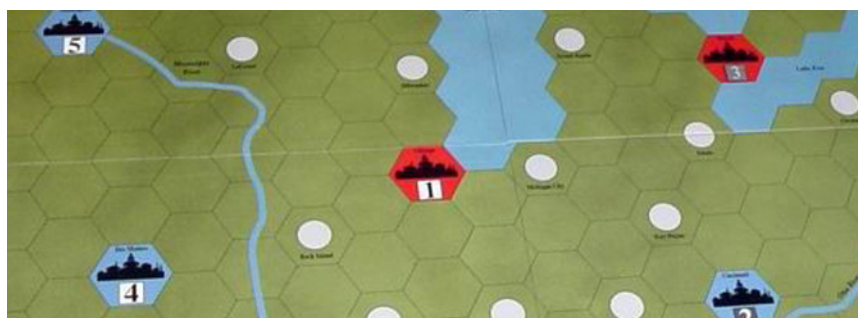
Hugos EXPERT TIP

Hugos FLASHLICHT

PREVIEW:

MAKA BANA

BEACH HUT ROMANCE ON PACIFIC BEACHES



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**

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Icon explanation



Solo Play



Two Players



 Large Groups



Recommended Minimum Age

GABIS explanation on page 5

CO₂

