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INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 56 GAMES

WE TRAVEL IN GROUPS

WUNDERLAND

FROM KNUFFINGEN TO SCANDINAVIA

8+

„Oh no“, somebody is groaning in my group, „not really a travel game! Those are prehistoric game mechanisms, taken from 'Reise durch ...', don't tell me that we need to reach certain destinations and might even have to collect souvenirs and answer questions to get those souvenirs?“

„Oh yes, we must!“ - at least travel game and collecting are a fact, but there is no trace of prehistoric in the manner of roll & move, answer questions, get the card for a correct answer, and so on. We are looking at the game version of Miniatur Wunderland, the world-famous, huge model train installation in Hamburg that presents landscapes

from Scandinavia to the USA on 1300 m², and we want to simulate a journey around Wunderland.

The basic mechanism really is that of all other travel games, you need to reach pre-set destinations and bring back souvenirs, in this case picture postcards. But that is already the end of similarities! Let's start at the beginning!

We look at a map/board which shows a rather random arrangement of geographical regions; Austria, for instance is situated next to America, only separated by a narrow strip of water, and on the other side of the US and

another strip of water there is Scandinavia; but travelling is hypothetical anyway and the card is an exact copy of the Wunderland installation. All in all we have eight such areas and several location in each area; for seven of those areas there are stacks of picture postcards which are placed open-faced on the corresponding storage areas on the board. Each player is dealt two destination cards which he keeps secret, but you yourself can check them anytime. One player is handed the big brown locomotive for a starting player token and all players put

Dagmar de Cassan

If you like logistics and tactical planning with just the right amount of luck/chance, you will be happy trundling along the tracks of Wunderland.

their eight markers on Knuffingen, the start and finish location of each trip.

In his turn the active player must move one or several of his markers, he can choose to



move one or two steps, always along the lines; he can move any number of markers provided the start at the same location and end the trip on the same location; he need not move all markers that he has in location he wants to start the movement from. For instance, he can move three of the eight markers in Knuffingen two steps into Airport & Bayern; the rest remains in Knuffingen and he must place all three markers into the second location and cannot place one on the first location entered in this move. When the starting player has moved his markers, all player who have markers in the starting location of this move can decide to join the active player and move one or several markers the same distance to end in the same location as the markers of the active player. The active player may complete destination cards and/or collect picture postcards before or after his obligatory move.

Destination cards show different numbers of locations; to complete such a card you must have at least one marker in each location. If you do so and you want to complete the card you reveal it and put one marker from each location on the card back to Knuffingen; you instantly score the points from the card on the score track and you lay out the card openly. If you have one or several markers on a symbol spot during your turn, you can take a corresponding picture postcard and put a marker from this spot back to Knuffingen. Collected cards are stacked face down. You can collect any number of cards from a given spot, but will only score four cards per area.

When you complete your fifth destination card the game ends immediately. A player can also end the game as soon as he owns postcards from all seven areas and reveals them; you may do this, but need not do so. As soon as the game ends no marker is moved anymore, but all can once final time complete destination cards and/or take postcards.

Then you score postcards as regards to numbers per area; for cards from an area where you have most cards you score 1 point per cards, for cards from the area with second most card 2 points, etc. If you achieve the highest total you are the keenest tourist in Wunderland and win.

„Oh yes, a travel game“, albeit a very modern one; the destination cards remind me a bit of Ticket to Ride, but the absolutely felicitous core of the game is the sophisticated group travel mechanism. Not noticeable at first glance but essential to the game is the exact planning of your trips for completing destination cards, as you must leave behind one marker in each location.

So you must consider carefully how many markers to take along and if you want to collect post cards on the way. This group travel also introduced a certain element of chance or luck; depending on the distribution of destination cards you might be lucky to group-travel often and thus complete cards quicker or you might have to reach your destinations alone and step by step.

Despite its topic Wunderland is more of a logistic game than a travel game; the integration of the tourist attraction is very well done and especially manifests itself in the picture postcards which show details from the installation. The hypothetical winning strategy to concentrate on collecting four postcards per area and collect them en bloc without completing destination cards is possible in theory, but in practice not possible due to other travelers tagging along with the same idea. But you should collect the same number of cards from each area to realize the best possible score from the cards, which takes us back to tactics which is definitely possible but not absolutely necessary in order to have fun in Wunderland. This is a wonderful family game with enough depth to interest experienced gamers, too. ☑

Dagmar de Cassan



40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

They couldn't be more different, the three games nominated for Spiel des Jahres 2013, Augustus, Hanabi and Quixx, and our Spiel der Spiele, Golden Horn. But all show very clearly what you can expect when opening the box.

Augustus gives you a lot of components, lavishly illustrated and waiting to be laid out at the start. All cards are elaborately designed, but only two of the commodities are used in the tame, Gold and Wheat, all seams geared for a first expansion.

In Hanabi we encounter Buddhist simplicity in the components and the rules more or less tell you to play the game as you want to, anything is possible.

And, finally, in Quixx, the scoring sheets are the important component, announcing the end of play or work to do for copying after a few games.

SPIEL DER SPIELE 2013 is **GOLDEN HORN** by Leo Colovini, a family game in the tradition of Atlantis and Cartagena. We hope you will have fun with it!

Where you can play with us you can see in our event calendar on

<http://www.spieleclub.at>! Just stop by!

Games can be checked in our games data base LUDORIUM: <http://www.ludorium.at>.

WIN The Games Journal is available now also as an eBook and as Kindle in German and English and so can be even more easily read then a PDF on the respective modern devices. When you like our WIN, please become a subscriber! We have a PayPal account, so the payment of € 6,00 for an annual subscription can be made easily and safely, see also

<http://www.gamesjournal.at>

Our Games Companion GAME BY GAME 2013 is available from SPIELBOX-SHOP.

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

INFORMATION

Designer: Dirk Hillebrecht
Artist: J. Nocoñ, H.-G. Schneider
Price: ca. 25 Euro
Publisher: Pegasus Spiele 2013
www.pegasus.de

PLAYERS:

2-4

AGE:

8+

TIME:

45+

EVALUATION

Travel, placement, collecting
 Users: For families
 Version: multi
 Rules: de en es fr it nl
 In-game text: no

Comments:

Marvelous design correlated to Miniatur Wunderland in Hamburg * Alluring travel mechanism * Tactic possible despite random assignment of destination cards * Excellent family game

Compares to:

All travel/logistic games

Other editions:

Currently none



My rating:



FISH ON TOP OF STEAK!

FEUER & FLAMME

BARBECUEING STACKS

5↑

Some topics seem to obvious and yet nobody seems interested to do something about them – we have built Villas, stacked chairs, pulled out and replaces wooden blocks in all kinds of manners, but nobody until now has come up with the idea to simulate the placement of barbecue food on a barbecue grill.

Now the idea has been picked up by a German/Austrian team of designers, Stefan Dorra and Manfred Reindl, and has been turned into a game; and they idea got support from a star of the culinary side of things, from star and TV cook Johann Lafer, who's also an Austrian. He was reportedly red-hot for the idea, and so the game about mushrooms, sausages and corn on the cob was named Feuer & Flamme (Fire & Flame). So, man the barbecue grill and deal with appetizing things to grill – sausages, eggplants, burgers, corn on the cob, mushrooms, steaks and fish must be placed on the grill with a pair of tongs. But just like a standard barbecue this one needs some preparations, too – you have to spread out the things to grill, assemble the barbecue grill itself from two supporting bases



and the grill itself, which is a piece of cardboard. The challenge cards are shuffled and stacked face-down. Each player then receives three different bonus tiles providing some assistance and also three grill chips of his color, and now we are ready to start.

You need some practice for a successful barbecue and that goes for this version, too. In your turn you must reveal the top challenge card from the stack and place the food pictured on the tile without dislodging something from the grill. And that's where our barbecue is different from a real one: Over a bed of real charcoal it is not really best to place corn on the cob vertically on a steak or to put the steak on top of some fish, but on this barbecue here you are allowed to do that! Stacking is allowed, welcomed and necessary, too, because, the absolute taboo

Dagmar de Cassan

Dexterity in relation to reality – who has not already fought with sausages on a barbecue grill? This is a witty smoke-free simulation which can make you sweat all the same

is to dislodge something already on the grill. If something drops off all the same, you discard one of your grill chips.

And of course there are more rules: You can use the pair of tongs with one or both hands, food can only be touched with the the pair of tongs and you may move food on the grill around, but again only with the

FEEDBACK

TERRA MYSTICA

A COMMENT

Comment: I would like to add a personal comment to the review of Terra Mystica" in issue 450:

This game is probably the best game of last Essen's crop of games and was given a far too low score, especially when in the same issue of WIN Catan" and „Fremde Federn" (which I wuite like, too) were awarded 6 out of 7 stars.

For as long as I have been playing it with friends we cannot get enough of it; and for each game we are besieged by other players who want to play, too, or want to borrow the game.

In my long career of playing games I have encountered very few games (mostly short

ones) providing th such a high enticement value to play it again and again and again, no game is similar to another one.

Thus multitude of possibilities is unequaled, despite the game taking about 3 hours to play it is never boring, interaction in the game is unusually intense for a development game.

Form e Terra Mystica is an absolute top game which I would award 7 out of 7 stars without any hesitation.

Sorry, and no offence, Markus, you have been too hard! ☑

Christoph Proksch





pair of tongs. When you drop a piece of food between general supplies and grill you can pick it up again with the tongs and start anew. When the stacking seems absolutely impossible you can use one of your bonus tiles, but unfortunately each can be used only once. One of the tiles, "Break" allows you to skip your turn, you hand the tongs to your neighbor and he can fight with the slippery sausage. Very useful is the "apprentice" tile, it allows you to drop two pieces of food without penalty and also of tremendous help is the third tile "Done!", it lets you remove two pieces of food from the grill before you place your piece of food.

You keep playing in this way, if necessary the discard pile of challenge tiles is shuffled for a new challenge stack. If you must discard your last grill chip, you must quit and the last in play wins the game. Should you manage to place the last piece of food on the grill without something dropping off you are a master chef and win instantly, but I have yet to see that happen.

This kind of barbecue is fun, at is has a bit more relation to real life than some of the other dexterity games, and it gives you an appetite, too! Fun for all the family! Have a good barbecue and may your fire be smoke-free! ☑

Dagmar de Cassan

INFORMATION

Designer: Stefan Dorra, Manfred Reil

Artist: Christian Opperer

Price: ca. 30 Euro

Publisher: Huch! & friends 2013

www.huchandfriends.de

PLAYERS:

2-5

AGE:

5+

TIME:

20+

EVALUATION

Dexterity
Users: For families
Version: de
Rules: de
In-game text: no

Comments:

Supported by TV star cook Johan Lafer * Very pretty components * Nice adaptation of a standard mechanism * Simple basic rules

Compares to:

All dexterity games involving stacking, from Jenga to Villa Paletti

Other editions:

Currently none



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

FROM VENICE TO CONSTANTINOPLE

GOLDEN HORN

TRADE AND PIRATES

8↑

In the Golden Era of the Doges players in the guise as rich sons of La Serenissima try to arrange rewarding transports of commodities from Venice to Constantinople and back with their fleet of trade ships. But strong competitions threatens their success and pirate ambushes keep happening and result in plundering of ships.

The cover of the box shows, in the foreground, two trade ships sailing into the harbor of Constantinople. After opening the box one must assemble the twelve ships, this can be rather demanding; especially when closing the bow of the ship it can happen that you damage them slightly, but this does not really signify, and the ships really are a sight for sore eyes and very beautiful.

So, each player has a fleet of three ships and a storage facility which also must be assembled before you start your first game. The three ships and the storage facility of one color show an identical coat of arms; a small point of criticism is that two of those coats of arms have a black background and can result in mixing up the ships if someone does not pay close attention.

The game box also holds a black cloth bag, 54 cards and 90 wooden cubes in six colors. On top of this the box holds four trade route parts, each showing three areas in different colors on both sides and also three harbor tiles, for Venice, Constantinople and Modone.

The three ships of a player all show three sails. The first ship has three sails of the same color; on the second ship two sails have the same color, the third sail on this ship shows a different color and on the third ship all three sails are of a different color.

Before you can start the game you must lay out the track for the ships using the trade route parts. You start the track with the harbor of Venice at one end, then you place the track parts and finish the track with the harbor of Constantinople at the other end.

In case of three players you use all trade route parts and also for a game with four players and you insert the harbor tile for Modone in the middle of the track. For two players you use only two trade route parts and also insert the harbor of Modone in the middle of the track.

There are two kinds of track routes, one kind

shows one red, one blue and one yellow area on both sides, in different order. The other kind shows one orange, one green and one pink area on both sides, again in different order.

Now each player puts his three ships into the starting harbors of Venice and Constantinople, he has the free choice where to put which ship.

The 90 wooden cubes represent different commodities and are placed into the cloth bag. The starting player blindly draws nine cubes from the bag and puts them on the harbor tile of Venice and then he draws another nine cubes and puts them on the harbor tile of Constantinople.

The cards are shuffled and you deal five cards face-down to each player. All cards have a colored frame which corresponds to one of the six colors of track route areas and sails.

You play in clockwise direction. The active player in his turn first decides if he wants to initiate a pirate raid or if he relinquishes this part of his turn. Then he must move one of his own ships.

I will come back to the pirate raid later, he works very simply; but first a short summary of ship movement rules: In your turn you move your ship one step to the next empty area. If this ends on an area in a color that is represented in the ship's sails you can move the ship one more step; should the area color reached be different from the sail(s) colors, you either stop or may play a card in the color of the area the ship stands in and move the ship one step.

In a harbor you load and unload commodities, you can load all commodities of one color that is not represented in the ship's sails.

For an example I will now describe one of our first games of Golden Horn. The players involved were my husband Walter, my sister Gitti, my brother-in-law Gerhard and myself. Walter was the starting player, he had put his ship with three sails of one color in Venice and his other two ships in Constantinople.

In the harbor of Venice there were three red, two blue, one yellow, one green, one pink and one orange cube. In the harbor of Constantinople there were three yellow, two blue, two green and one red and one pink cube each.

Walter took his ship with two orange sails and one blue sail, which was located in Constantinople harbor, and loaded the two green wooden cubes in the harbor onto his ship. I immediately took the bag and blindly draw two red cubes and put them on the harbor of Constantinople, so that there were again nine cubes available for the next player.

The track route adjacent to Constantinople showed the areas red-blue-yellow and the next one the areas orange-green-pink.

On each area only one ship is allowed, with the exception of the harbors: There is no

Maria Schranz

Simple and yet entertaining game which is clearly targeted at families, but can be fun for more experienced players, too. If you only buy few games, one of them should definitely be Golden Horn.

limit to the number of ships in Venice and Constantinople; Modone has room for two ships in a game of two players, and three places for ships in a game of four players; remember, in a game for three players the harbor of Modone is not in play.

Areas that are occupied by a ship are simply left out.

Walter moved his ship to the red spot; as the first step of each turn is free you may put your ship forward to the next empty area this first move of a turn. Walter's ship was now in the red area; he played a red card and could move his ship to the blue area; as his ship showed a blue sail he was able to move his ship without playing a card and put it forward to the yellow area. He then played a yellow card and as a result put his ship onto the orange area of the next track piece and from there he then moved his ship forward again for free to the green area where he ended his turn.

I had placed my ship with three red sails into the harbor of Venice and the other two ships were located in the harbor of Constantinople. I took my ship with the orange, blue and green sail, in Constantinople and loaded it with the three red cubes in the harbor. I moved this ship to the red area, played a red card and moved my ship forward to the blue area. As my ship was showing a blue sail I moved it forward for free. This area was yellow, but I did not have a yellow card in hand and my ship had no yellow sail, so I stopped my turn on this area. As I had loaded three cubes in Constantinople, Walter draw two yellow and one green cubes for a replacement and put them into the Constantinople harbor to replenish the commodities there to nine cubes.

Now it was Gitti's turn, she had placed the

ship with three green sails and the one with an orange, blue and pink sail in Venice harbor and her third ship in Constantinople.

Gitti took her ship with three sails of different colors in Venice and loaded the three red cubes onto it. She moved her ship onto

the first area of the track adjacent to Venice, which was pink, so she moved the ship forward to the next area; as this one was



orange she moved it forward again to the next area, which was yellow and she ended her turn on this area.

Gerhard had placed his ship with a red, pink and yellow sail in the harbor of Constantinople. He chose it and loaded up two blue wooden cubes. He moved his ship onto the red area and played a red card to move the ship to the blue area, and then played a blue card and moved his ship onto the next track part as the yellow area was occupied by my ship. He now played an orange card as well as he stood on the orange area with his ship and moved the ship forward into the pink area. In doing this the ship had jumped the green area as this one was taken by Walter's ship. As pink was a color of one sail on Gerhard's ship he moved his ship from the pink area into the harbor of Modone. In Modone harbor he drew one card from the pile, because his ship showed sails in three different sail colors, and this ended his turn.

Now each player had sent one ship each onto its journey. It was Walters turn again and he chose, before starting the journey for a second ship, to instigate a pirate raid on Gitti's ship with the orange, blue and pink sails; this he simply did by playing two blue cards from his hand – the cards can be used for movement cards as well as for pirate raid cards. He took a red cube from Gitti's ship and put the cube into his storage facility.

The rule in general for a pirate raid: Such a raid on a ship is made by playing to cards in any combination of the sail colors of the ship and take any one cube from the ship and put it into your storage facility.

In this manner we continued to play, from time to time we instigated a pirate raid on a ship or relinquished this opportunity because we did not have enough cards or the necessary cards for this or because we wanted to keep them for ship movement.

Gerhard was the first one who managed to sail his ship with two blue cubes on board into the harbor at the end of the track, in his case into Venice harbor. He took the two cubes off the ship and placed them into his storage facility. As his ship showed three different colors of sails he was only allowed to replenish his hand with one card from the draw pile.

I was first to manage to sail a ship with three sails of the same color into a harbor – in my case Venice – so I could place the two blue cubes from my ship into my storage facility and was able to draw three cards from the draw pile.

The game ended in the round in which Walter, who had been starting player, loaded the last cube in Venice harbor into one of his ships, and we scored the game:

Each cube in his storage facility earns the player one victory point, and you score additional points for sets: A set of cubes in six different colors scores four bonus points, a set of five different cubes scores two additional points and a set of four different cubes one point.

Gitti did win the game; at the end of the game she had five yellow, four blue, three orange, three red, two pink and two green cubes in her storage facility – so she scored 19 standard victory points for the total of her cubes and nine bonus points for her sets for a total of 28 victory points; in later games we usually achieved a score that was substantially higher.

The tactics component in the game is rather high, as you have continually to consider if you want to use two cards for a pirate raid or if you want to keep those cards for ship movements; the problem is that there is no long-term advance planning as there are continually new situations due to ship movements of other players' ships. Strategic planning is necessary for the decision on which color of cubes I load onto which ship as a pirate raid on a ship with one color of sails only is not as easily done as on a ship with three different colors of sails.

Something else that you need to plan strategically is which colors of cubes you will try to acquire by pirate raids and which ones you will transport with your ships.

With this game of Golden Horn Leo Colovini has managed to create a really nice, challenging and varied game, by the means of using the basic mechanism that he developed for Cartagena and changing the goals and also introducing the additional action of pirate raids.

The graphic design, and especially the visually impressive ships provide a lovely nice flair for the game and so you are pleased to pick it up again and again for yet another game.

Of course, the game has a strong element of chance in what cards do I draw or which commodities will be available in my starting harbor when I want to set sails from there. But due to the possibilities provided by the pirate raids and the choice of which commodities to load into my ship I can achieve long-term strategic play.

Especially the pirate raids can assist you to acquire commodities that you urgently need to complete a set of six cubes of different colors.

The target group for this game clearly are families, but the game offers enough elements of interest to be fun for experienced players, too.

When playing with experienced players it turned out that they rather often chose to put into action the second of the two alternate ways to end the game, that is, to announce the end of the game if you have acquired at least one complete set of cubes in six colors. Contrary to this choice, in games with more inexperienced players the game nearly always ended with the other alternative – the bag of commodities is empty and someone loads up the last commodity cubes in one of the harbors.

I can unconditionally recommend the game for families – design and components, the varied and interesting flow of the game, the duration of approximately 45 minutes and the really simple rules, which all the same allow for a tactical/strategic game – are also very well suited for families that only play very rarely; all in all everybody should have lots of fun with this game.

Conclusion: Piatnik has published a wonderful, varied and yet simple game that is a real jewel for game play in families. ☑

Maria Schranz

INFORMATION

Designer: Leo Colovini

Artist: Marko Fiedler

Price: ca. 25 Euro

Publisher: Piatnik 2013

www.piatnik.com

PLAYERS:

2-4

AGE:

8+

TIME:

45+

EVALUATION

Position, set collecting

Users: For families

Version: de

Rules: de

In-game text: no

Comments:

Adaptation of the basic mechanism in Cartagena * Excellent family game * Very attractive components that need some dexterity in assembling

Compares to:

Cartagena, Atlantis and other games with card-driven movement in relation to field colors.

Other editions:

Currently none



My rating:



FIRST AND SECOND DYNASTY

GIZA**BUILD THE GREAT PYRAMID**

When we go back 5.000 years or more to the great Kingdoms of the Egyptian age I am always fascinated whatever the medium: book, film or game. I like reading of Egyptian history and I have many books discussing life, politics and warfare of that time, but as an Engineer I am mainly interested in the building capacities of our ancestors.

Egyptians did not know the "arc" but they were able to erect magnificent constructions and all their buildings were based on strong foundations, while their stability was assured by well disposed "weights": pyramids were no exception and their "geometrical form" was really necessary in order to build and "keep" such huge giants. Of course the ancient engineers and architects knew very well how to prepare strong foundations, and therefore they usually selected sandy terrains where construction was easier and the terrain more stable. Initially everything was not too complicated: huge stone blocks came from the Northern region (directly cut in the sides of the mountains); then they were loaded on ship and brought to the Delta of Nile; finally they were transported on the construction site and lifted to their place with wooden cranes.

But when the pyramid started to increase in height it was necessary to prepare large climbing slopes to rise the stone blocks, using oxen and special sliders. Then each block was moved on its final place with a wooden crane. Thousands of workers were used for this task: some of them were slaves, but most of them were employed with a salary: a sort of "cooperatives" were created to handle this job and to distribute salaries.

GIZA THE GREAT PYRAMID is a game that depicts the construction of one of those giants, the most famous of them and the bigger: when Dagmar brought it to Modena, during PLAY 2013, I was very interested in testing it immediately and so we ... started, but at the end of the first game we were quite deceived as rules were not so clear and we were obliged to often go back to them and search for an answer. Finally we realized that we made all sort of mistakes, mainly because we were unable to easily understand the rules !!! Before classifying it as a "lost investment" I took the "task" of re-reading again and again those rules until

I discovered all the subtleties of this game and we were able to play GIZA many more times (in Modena and at my club) with high satisfaction.

In effect the game is interesting and very interactive and thus was it worth the time spent to clarify all the rules. It lasts 10 turns divided in two rounds (Eras) called First Dynasty and Second Dynasty. The player with most VP at the end of the 10th turn will be the winner, even if the Giza pyramid is not completed (this may happen if players are not so keen to cooperate and but more oriented in attacking the others, thus slowing down the complete process).

Opening the box we find a very "particular" board, designed in old Egyptian style, with a lot of hieroglyphics on the score track (all around the board) and drawings with "side shown" workers driving oxen, building objects, moving blocks, etc. A very nice graphic touch! In the middle of the board are depicted four tracks, each one composed of 4 cases (a quarry and 3 moving spaces), then on one side we have an area called "support camp" (divided in three zones: farm, temple and artist study), and on the other side we see the pyramid site, a lift slope (divided in two cases: middle lift and capstone lift); a turn order track (the "motor" of the game) completes the board.

The other components are not so beautiful: 64 "ugly" wooden blocks (WORKERS) in the players four colors (blue, red, brown and natural); 56 cardboard FOOD round tokens (value 1 and 5); 28 cardboard ART round tokens (value 1 and 5); 4 square cardboard SLEDS (to transport the components of the pyramid); 4 player SCREENS (to hide the tokens) and 9 plastic PYRAMID blocks (4 base-ments, 4 intermediate and 1 capstone). A cardboard rectangular tile, used to modify the turn order track on Era 2, completes the components.

Players should cooperate to transport the 9 blocks to the construction site and then to build the pyramid but ... attention, this is not a cooperative game as each player always try to help the others just to get more victory points, as we will see shortly thereafter. The game is much more interesting if played with four "architects" so I will describe only this option, with some notes for

the 3 player game if necessary.

At the start one pyramid "basement" block is placed on each of the four quarry cases, just on top of the sled: each player then takes 3 Art and 8 Food tokens (that they will hide behind the screens) and 8 workers (10 when playing the 3 players game) that he keeps in front of him. Five extra workers per player are set aside and will be used on the turn track. Finally one worker is placed on the case "0" of the Victory Points (VP) track.

In turn each player places 2 workers on the board in any case he wishes (support camp, transport road and/or lift road) but at the game start it is not suggested to place blocks on the Temple or on the lift cases as they will not be used in the first turns. Then

Pietro Cremona

An interesting Worker Placement game with a different taste and high interaction

all place again 2 workers, and so on until all the 8 workers are on the board.

Typically the workers are initially placed on the sleds to push them towards the Pyramid site: but each sled may host a maximum of FOUR blocks per case (regardless of the color) so it is important to understand from the beginning that each pyramid block may move only when is "pushed" by at least THREE workers and that when it arrives to the construction site it gives VP only to the players whose workers are on the sled. If a block has workers of one player only he receives an interesting bonus (extra VP) so it is very important to cooperate, not only to share the VP, but also to negate those bonuses to a competitor.

Ok, all is ready now and we may start to give ORDERS to our workers so let's focus our attention to the TURN ORDER TRACK. It is divided in 5 columns (one per turn) and 8 rows (4 Moves actions, 3 Production actions and one "no action" row) that may give a bonus to the players who select each of them. Unfortunately during each Era you cannot select the same row twice, so it is very important to understand what you need and when: then you will plan your moves accordingly in order to be sure to get the right row in the right turn. Of course the other players will try their best to get the same good cases and therefore competition and interaction are very high.

The first player select one row, places his worker on the case corresponding to the first column and takes the bonus (if available): no one else may use the same case. The other players do the same until we have

all the four blocks on the turn track. Then the turn is played, starting with the first block from the top of the column. The following turn order will be chosen in reverse order, starting with the first block from the bottom of the column.

It is very important to understand the difference between "turn moves" and "row bonuses". In your turn you may select any one action that you wish (see below) but during the turn order placement you must use the bonus of the selected row immediately after your placement or you lose this possibility: if, for example, you selected row "6" (Quarry Bonus) you may immediately move 1 of your workers between quarry tracks and camp; if you selected the Farm x2 Action you may perform TWICE this action (but you cannot perform the Fishing action); etc.

Row 5 (Lifter Move) is special: its bonus allows you to move a worker into the lift

slope: as the only other way to move workers on the lift slope is after a successful transport of pyramid blocks, this bonus is very important especially on the final turns of the game. For that reason on Era 2 one of the two Quarry move rows is cancelled by a second Lift move

The player's turn is divided in three steps:

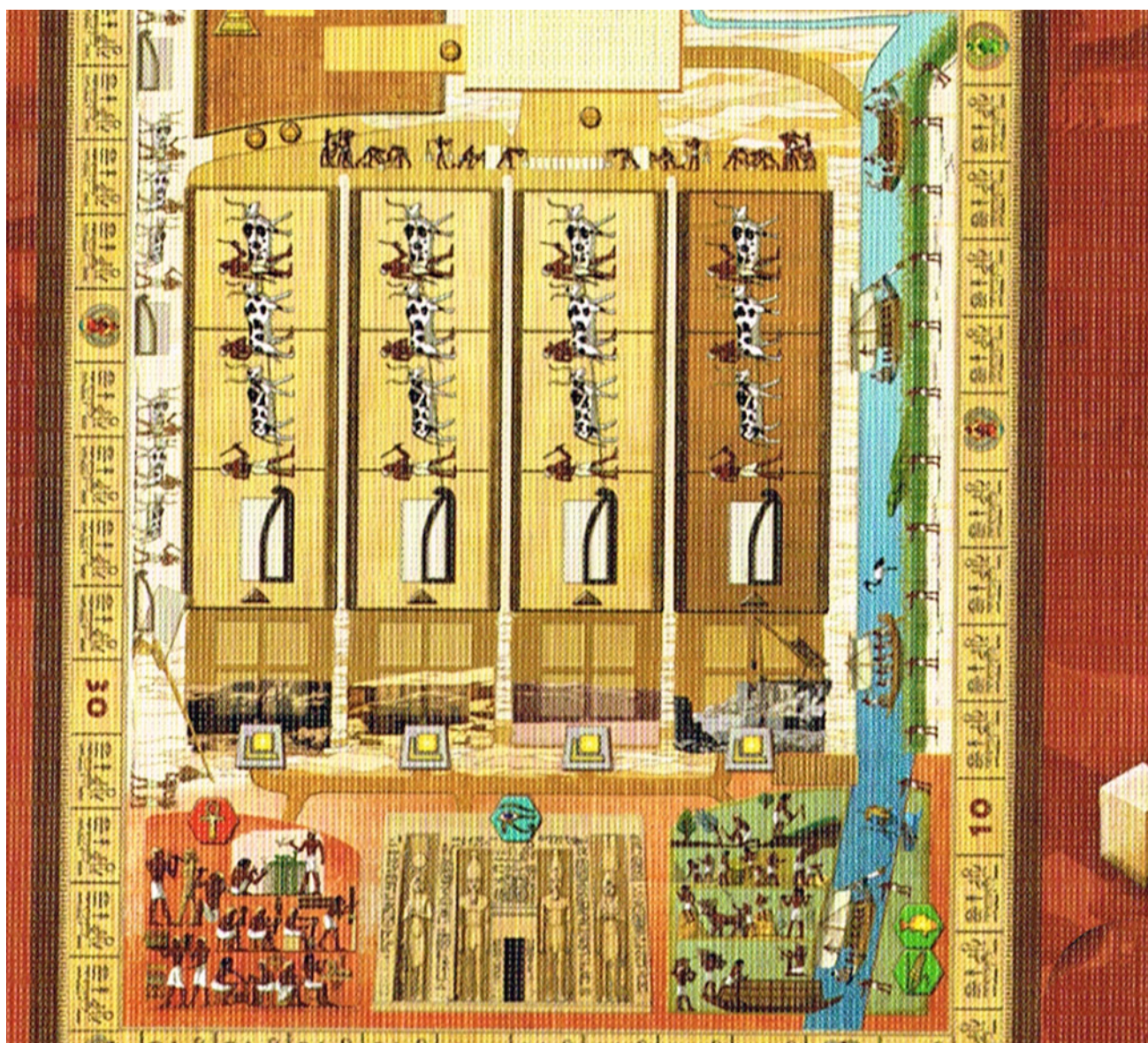
STEP 1: you may perform THREE actions per turn, but only once each, selecting between the following:

- Support Move: you may move one of your workers already in the support camp from one zone to another (Farm, Temple, Artist).
- Quarry Move: you may move 1 of your workers between the support camp zones and the quarry spaces.
- Quarry Track Advance: you may move one of your workers from one case of the transport to the following one in the direction of the pyramid site (you typically use this move

to try to climb on a sled already advanced).

- Farm for Food: you take as many food tokens as you have workers in the Farm case of the camp (but if you selected row 7 you may perform this action twice)
- Fish for Food: you take HALF as many food tokens as you have workers in the Farm case of the camp (but if you selected row 1 you may perform this action twice)
- Make Art: you may take as many Art tokens as you have workers on the Artist case of the camp, but you must pay 1 food for each token

STEP 2: you must now nominate a pyramid block to be pushed (if it is in one of the four the transport tracks) or lifted (if it is on the two lift slope). Remember that each block can be nominated only if it has already 3 workers: if you do not have workers on any block you are obliged to select a block controlled by your opponents. Also note that on the transport tracks you may have a maximum of 4 workers per case, while



on the lifting slope there is no limit to the number of workers that may coexist on the same case.

- To PUSH a block you need first to ... feed the workers: all players may BID a certain amount of food for the nominated block. Of course if you do not have workers on that case you will bet "0" food, but if you have at least one worker you must consider all the options before bidding, as this is the real "heart" of the game. If the total amount of bid food is 3 or less the push fails and the workers starve (see below). With 4-5 food the sled is moved one case, with 6-7 two cases and with 8 or more three cases.

- To LIFT a block you use a similar bidding system: with 3 or less you fail and the workers starve, while with 4 or more the lift is successful. You may lift the intermediate blocks only if there are already some basement blocks in the pyramid site. You may lift the capstone on the Pyramid only if you first lifted it to the higher case of the slope and, second, if all the others blocks have already been mounted.

STEP 3: If a pyramid block arrived on the site (the four basements) or on the slope (the four intermediate blocks and the capstone) or if it was successfully lifted you may score VP:

- 6 VP for the player with most workers
- 3 VP for the player with the second most workers
- 1 VP for the player with the third most workers
- 4 extra VP are added to the player's score if he moved a block with only his own workers.

Tied players divide the VP of the related positions (if, for example, two players tied for second position they get $3+1 = 4$; 2 that is two VP each).

If the capstone is lifted on the pyramid the players who did bid for this lift get points as follows: 10-6-3-1

If a move was unsuccessful the player who bided less food lose 1 worker (he starved and therefore he is placed on the Farm case of the camp).

Note that bids are "open" (you must show the food points that you bid) and are made in turn order, starting from the player to the left of the active one. The latter has always the opportunity to see what the other players do and decide accordingly: sometimes players are tempted to bid "0" food in order to oblige the active player to spend those precious food tokens, but this can be dangerous because the active player may de-

cide to offer just "1" food in order to lose the bid and to eliminate (starved) one worker of the opponent and have the opportunity, on the following turn, to get extra VP. The more you know the game, the more this may happens ... life was hard and competitive for the architects of the Egyptian age!!

EXTRA VP are assigned when a pyramid section (two adjacent blocks) is built:

- DECORATING THE BLOCKS: all players (not only the ones that made the move) may secretly bid "Art" tokens. The winner, as usual, will get 6 VP, the second 3 and the third 1 (nothing is due to the fourth player)
- DECORATING THE CAPSTONE: as before, but all players may get VP (10-6-3-1).

EXTRA VP are also assigned three times during the game: when the four basement blocks are built, then the four intermediate blocks and finally the capstone:

- PRAYING AT THE TEMPLE: when a tier is completed players should count the number of workers that they have in the Temple zone of the camp. The winner gets 6 VP, the others 3 and 1, as usual.

Each time that a sled unloads its block all the players who pushed it have to decide where they wish to move their workers. Then the sled is placed again on the Quarry starting case and loaded with a new pyramid block. All workers eventually waiting on those cases (with a maximum of 4, as usual) are automatically assigned to the new load (now you know why you should select the Quarry action sometimes).

The game immediately ends after having placed and scored the Capstone OR at the end of the 10th turn. The winner is the player with most VP. In case of tie the winner is the player with most Food and Art tokens behind his screen.

As you understand from those notes the game is not too difficult to learn, once you passed the problem of the "not-so-easy-to-understand" rules. But you have to think well before starting your turn, as interaction is very high and you should consider all the alternatives: otherwise your "perfect plan" may be easily crashed by one of your friends.

The First Dynasty turns are mainly used to move the blocks to the pyramid site in order to get as many VP as possible, without thinking too much about the lifting (even if I prefer to place a worker or two there by the end of turn 5th).

It is during the five turns of the Second Dynasty that play becomes harder: you need

food to push or lift and you must collect it in time, but you also need workers on the lift slopes if you want to score VP. You also need to have some workers in the temple just in time to finish a tier of the Pyramid (and thus to score some extra VP) but special attention should be paid to the Capstone: its lift and decoration may assign 20 VP to the player who has most workers and most Artist ... so by turn 7 you have to understand if the capstone will arrive in time to be lifted on top of the pyramid (this happens 60% of the games) or not. The answer to this question will guide you on the last two turns to move workers and to buy art tokens.

GIZA cannot be considered a "family game" in large sense, as younger players will not be able to make all the considerations about the placement on the turn order track and on the collection of tokens, therefore I think that this game should be suggested to players 14 years old or more.

But if have to test the game with some friends in regular gaming sessions I will suggest to try GIZA at least a few times as it could become a "nasty" but interesting game ... ☒

Pietro Cremona

INFORMATION

Designer: David Heberer

Artist: David Cochard

Price: ca. 30 Euro

Publisher: Mayfair Games 2012

www.mayfairgames.com

PLAYERS:
3-4

AGE:
12+

TIME:
90+

EVALUATION

Worker Placement
Users: With friends
Version: en
Rules: en
In-game text: no

Comments:

Rules not easy to understand * Once understood they result in an interesting and challenging game * Recommended for players of ages 14+

Compares to:

Cairo and other games with a pyramid building topic

Other editions:

Currently none



WONDERS IN SPACE

AMONG THE STARS

SPACESTATION BUILDING WITH CARDS

Among the Stars is a card game, and our goal in this game is to construct a space station by placing cards which show different stages of extensions and development, basically a self-sufficient town around a central energy supply. Each card costs money to place, sometimes also energy (cubes)



and earns you points, sometimes instantly, sometimes at the end of the game.

After four rounds (= years) the space station is finished; on a small game board that only shows players' scores (somewhat unclear) and the current round you can easily determine at any given moment you are in the lead and will win in the end.

At the start of the game each player chooses a race and a color and places his Main Reactor Card on the table. Next to this card you

Christoph Proksch

Among the Stars is a very well-done variant of „7 Wonders“, with quite a bit more fiddling and puzzling, and therefore a somewhat longer duration.

can place other cards which form the space station. The trick in this game is the WHERE of each card placement, as cards yield a higher score in some positions or additional points at the end of the game.

The game comprises 156 square cards; on top the name of the card is given, and to the right the cost for placing the card; underneath you see a picture of the location and beneath this a bar with text explaining how you can rise the points listed in the top left corner. The statement could, for instance, be that there will be two more points when this card is placed next to a certain other one; if this text has a yellow background, the points are generated at the end of the game.

Some locations can only be placed once into a space station, others raise in value when they are present several times. Sometimes additional points are limited (for instance, "One victory point for each blue card laid out, maximum eight").

The location cards are color-coded for five categories: Administration – Blue, Business – Yellow, Military – Red, Recreational – Purple and Diplomatic – Green.

Other cards (so called Objective Cards) – there only a few of them on display in a game – define targets which score additional points for a player who achieves them (for instance "5 victory points for the player who has most yellow cards in his station").

An additional version of the game – which we did never use at all – allows you the implementation of so-called conflict cards (Dispute): They cost money, too, and a player scores additional points which are deducted from another player's score (maximum 4).

And, not to be forgotten, besides the main reactor you can acquire and display additional energy-reactor cards.

The races mentioned in passing at the start have different characteristics, which yield bonuses, too, albeit small ones (for instance,

„Garrn'Athak'Nok" can once per year (= round) look at the hand of another player, remove one card and give him one of his own).

Now for the game itself:

At the start of a round players are dealt six cards each and 10 money units. All players now choose a card and lay it out face-down. The remaining cards are handed to your left neighbor (the direction changes in each round), then the hidden card is revealed and now allows each player one out of three different possibilities for an action:

1) The card is placed into your space station and you pay the cost (exactly here, if not before when choosing a card the pondering starts. How can I with which card accrue the maximum of points where??)

2) Build another power reactor; this costs one unit of money and the card you chose is discarded. On the new reactor card you put 2 energy cubes, just as you did at the start of your game for your main reactor. Some locations (cards) not only cost you money but also energy expenditure to build them.

3) Cash in the card you played for three units of money. When all actions have been implemented the victory point marker of each player is adjusted accordingly on the victory point track. Remember: There are no victory points for Actions 2) and 3).

Now you choose another card from the five you received from your right neighbor and the pondering and fiddling starts again, and so on, until all cards have been used. Well, does a bell ring for the experienced players? "Among the Stars" is a somewhat adapted clone of "7 Wonders".

A new round begins: New money, six new cards, our space station keeps growing. With time it is getting bigger and bigger, expanding in different directions – but: If you run out of space you cannot keep adding there. This is one of the differences to Bauza's master piece, but much more important is the fact, that not only the choice of the right card causes you some headache ("This card would be of most use to me, but should I really leave that one to my neighbor who has good use for it?": but also the question of "where does the new card yield the highest score and do I have room left there?! ...).

When playing „Among the Stars“ you should keep a careful eye on what your fellow players are up to; when one of them, for instance, lays out mainly blue cards, because there is an „Objective Card“ on display yielding additional points for that should I compete with him or would it better to build more yellow ones that also earn additional points; if one already has several multiplier cards it

might be better to exchange the one I hold for money instead of handing it on to him.

The rules are extensive, precise and don't leave any questions unanswered; looking up is easy and quickly done, the rules are nicely designed, even picturing the fictive Aliens, but they are only available in English, and the card texts are in English, too, but always short, and very minor knowledge of English is sufficient to understand them. Aside from the cards the components comprise cardboard money pieces and clear plastic energy cubes.

These game from Greece is a favorite presence on our games table, the replay value is very high; some friends do to like the pondering, others like exactly that characteristic. The duration is definitely longer than the 30 minutes named on the box, we take approx. 70 to 90 minutes for a game, but we are considered to be slow players.

Compared to „7 Wonders“ the longer duration must be emphasized, but especially due to this players who like a more long-term planning prefer „Among the Stars“, albeit the fact that this game does not have the elegance and all-over perfection of the archetype. ☑

Christoph Proksch

INFORMATION

Designer: Vangelis Bagiartakis
Artist: Stamoglou, Papantoniou, Vargia
Price: ca. 35 Euro
Publisher: Artipia Games 2012
www.artipiagames.com

PLAYERS:
2-4
AGE:
12+
TIME:
30+

EVALUATION

Development game with cards
Users: With friends
Version: en
Rules: en
In-game text: yes

Comments:
Easy access * Keeps its entertainment and replay value * Takes longer to play compared to statement on the box

Compares to:
7 Wonders

Other editions:
Currently none



SKYSCRAPERS FROM DICE

SKYLINE

COLORFUL BUILDINGS OF DIFFERENT HEIGHT



Dice game are usually not my kind a game, but if one is part of a gaming community - this is what I call my family here to stick to the „beautiful“ new German – with players of different age group then one has to try out this genre, too, in order to find out what every single player likes.

Furthermore, is cannot be a bad thing to

freshen up one's knowledge of English a bit by reading game rules. One never stops learning, after all, and one can also have the Laptop run a translation program on the side.

The game is packed into a box that nicely fits the amount of components, but does not really entice one by its graphics. But art

is in the eye of the beholder and so you may like it or you might not like it. I would have chosen some more appealing images.

The status board is placed in the middle of the table. Dear Reader, please forgive me if I do not translate all terms or try to replace them with proper German ones, this would cause more bewilderment than benefit. This status board shows a round track on top, until number 9. You place the black marker on number 1 of this track.

Below this track an overview of the buildings that you can play is displayed, and the board also lists the four possible moves. The left side shows the Construction Yard



(Bauhof) and on the right sight the Abandoned District. I have found lots of suggestions for a translation, for me the most logic and fitting one would be „verlassener Bezirk“, but let's stay with English here-

In the Construction Yard dice are separated into three categories: Dice that can only be used as a basis for a building (Ground Floor Dice), then the dice representing the different upper levels Upper Floor Dice) and, the third category, Penthouses (Penthouse Dice). You place one die from each of those categories into the Abandoned District.

You can build three different kinds of buildings- Purple (Low-Rise) which can have a

Kurt Schellenbauer

A quick dice game that allows you a bit of tactics, but most of the games in the end are decided by the luck of the roll!

height of 1 or 2 dice, Blue (Mid-Rise) with a maximum height of 2 to 4 dice and Yellow (High-Rise) buildings, that can reach a height of 3 to 6 dice. When the buildings are finished you put dice back into the Construction Yard and are given a cardboard building for them which shows the height of the building and its victory point value.

At the beginning the starting player is given a Ground Floor Die with a yellow base, the second player receives a die with a blue base and the third player in clockwise direction a purple die. The fourth player misses out on starting dice. If you play a game for two, the surplus die is put into the Construction Yard. Those dice are also the first parts of the new city.

At the start of his turn you either take three dice of your choice from the Construction Yard or all dice from the Abandoned District. There can be more than three dice in the Abandoned District, but never less. When they are taken you replenish the Abandoned District according to the set-up of the game.

Then you roll the dice and you have several choices of how to use one or more of those dice: You can place a die into the Abandoned District, this brings the number there up to four, or you use one or several of your dice in your city (skyline) or you place one or several dice into the construction yard – this comes at the cost of a finished building or all dice in a building under construction; you have to tear it down and and return the dice.

Should you then have dice left over you can roll again or put the remaining dice into the

Construction Cards to end your turn. Otherwise, your turn ends if you have no dice left. It is important to mention that you need not roll all dice again; you can leave one or the other on the table which might be useful in case of Penthouse dies, because those are not easy to roll.

When you use a Ground Floor Dice for building a new building is started; there is now limit as to how many buildings you can start. In case of choosing an Upper Floor die you either complete a purple building or expand a blue or yellow building; Penthouse Dice complete blue and yellow buildings.

When a building is finished, a purple one with two dice, a blue one with 2-4 dice and a yellow one with 3-6 dice you put the dice back into the Construction Yard and you get the corresponding building tile with victory points. You cannot remove dice in a building from the skyline and a building can only be built in one color.

The game ends when the 9th round has been completed or when a player has constructed a yellow building of 6 dice (maximum height). In this case the round is finished so that each player did have the same number of turns. Each purple building with only one die is changed into a building tile of value 1 and the victory points on the tiles are added for each player. Those tiles have values of 1 / 4 / 9 / 16 / 25 / 36 depending on height.

For a solitaire game you try to get as many points as possible to earn yourself a title like City Planner or Project Manager and the designer of the game also provided scenarios that you can complete.

Maybe somebody has asked the question of David Short, do we know him? Up to Spiel 2012 he was not on the radar, at least not in Europe. But he has published two more games besides Skyline, Bomb Squad and Ground Floor. He is American and his proposition is to develop games that are easy to access and provide fun for all the family.

I have previously mentioned that the graphic design of the game is a matter of taste, and definitely not to my taste, but the dice are properly made and – as there are 60 of them – also comprise the majority of components in the game.

The rules don't leave anything up for questioning, but – in my opinion – is not precise enough in several points. You must really work through the complete example of a game at the back of the rules to be aware of all niceties and that does not make for a

quick access to the game.

The only drawback in the game is the round marker. We are experienced games, but even we kept forgetting to advance the marker at the end of a round. That the marker is black is an additional draw-back, a "loud" color would have been better.

Skyline works with all numbers of players that the box cites. Solitaire, in case you are lonely, but a game of four takes a tad too long for an entertaining dice game. I think it is most appealing for three or four players. The rounds go smoothly and the game end is achieved quickly.

What's interesting about Skyline is that you have the impression that you can use some tactic in the game and are tempted to try a different approach in the next game; but at the end of the day Skyline is a dice game and remains a dice game and dice do damage any tactics, good as they may be.

To sum it up, Skyline is a good first effort, which was fun and which we have played quite a few times already. It is ideally suited for a starter or a knock-off game at the end of an evening, also for expert gamers. ☑

Kurt Schellenbauer

INFORMATION

Designer: David Short

Artist: Gavan Brown

Price: ca. 24 Euro

Publisher: Tasty Minstrel Games 201

www.tastyminstrelgames.com

PLAYERS:

1-4

AGE:

10+

TIME:

15+

EVALUATION

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

Comments:

Simple rules * Short duration * Easy access * Simple tactics

Compares to:

Yahtzee or Kniffel, Ground Floor for the topic

Other editions:

Currently none



My rating:



AUSTRIAN GAMES AWARD 2013



Golden Horn

Placement and collecting game for 2-4 players, ages 8+, by Leo Colovini at Piatnik 2013, ca. 45 minutes

You lay out a trade route between Venice and Constantinopolis with a rest stop in Modone, with different length according to the number of players. You move your ships between both cities and try to acquire useful commodities in those harbors or - in the guise of pirates - to steal them from the ships of other traders. In your turn you can play pirate cards to hold up a ship on the high seas and then you must move one of your ships; in the harbors you can load all commodities of one color that is not on the ship's sails into your ship; if it reaches the end of the route you store the commodities in your storage facility and get new cards. En route you can also play wind cards for additional ship movement. In the end you score commodities in storage.



Feuer & Flamme

Dexterity game for 2-5 players, ages 5+, by Stefan Dorra and Manfred Reindl (with assistance from TV Cook Johann Lafer) at Huch! & friends 2013, ca. 20 minutes



Wunderland

Placement and collecting game with the flair of Hamburg's world-famous tourist attraction, for 2-4 players, ages 8+, by Dirk Hillebrecht at Pegasus 2013, ca. 60 minutes



Bennis bunte Blumen

Roll & move game for the most beautiful flower garden for 2-4 players, ages 4-8, by Thomas Daum and Violetta Leitner at Haba 2013, ca. 15 minutes



Kakerlakak

Action game with a cockroach whirling about, for 2-4 players, ages 5+, by Peter-Paul Joopen at Ravensburger 2013, ca. 15 minutes



Move & Twist

Actions game on crawling lady bugs, for 2-6 players, ages 5+, by Kerstin Wallner and Klaus Miltenberger at Beleduc 2012, ca. 15 minutes



Auf Teufel komm raus

A game bidding against the devil for coals by 2-6 players, ages 10+, by Tanja and Sara Engel at Zoch 2013, ca. 40 minutes



Augustus

Placement and collecting game, set in ancient Rome, for 2-6 players, ages 8+, by Paolo Mori at Hurrigan (Asmodee) 2013, ca. 30 minutes



Rondo

Placement game on colored numbers and number chips, for 2-4 players, ages 8+, by Dr. Reiner Knizia at Schmidt Spiele 2012, ca. 30 minutes



Bohn to be wild!

New card game in on occasion of the 15 Year Jubilee of Bohnanza, for 1-7 players, ages 12+, by Uwe Rosenberg at Amigo Spiele 2012, ca. 60 minutes



Brügge

Development game with traders in the medieval town of Bruges for 2-4 players, ages 10+, by Stefan Feld at Hans im Glück 2013, ca. 60 minutes



Die Legenden von Andor

Cooperative adventure game for heroes in the Land of Andor for 2-4 players, ages 10+, by Michael Menzel at Kosmos 2012, ca. 90 minutes



Spartacus

Development game on schools for gladiators in ancient Rome, for 3-4 players, ages 16+, by Sean Sweigert and Aaron Dill at Heidelberger 2013, ca. 180 minutes



WIENER SPIELE AKADEMIE

For the 13th time **Wiener Spiele Akademie** has announced its Award Winners on June 24th, 2013. The **Österreichische Spielepreis** is awarded annually. **Spiel der Spiele** is the game which is considered by the Spielekommission to be especially entertaining and in accordance with times, every interested player should have played it. Each award-winning **Spiele Hit** chosen by our experts mirror the multitude and diversity of games available from game shops.

Members of the **Spielekommission**, chaired by Dipl.Ing. Dagmar de Cassan, are:
Dr. Gerhard Bergauer, Prof. Samy Molcho, Dr. Christoph Proksch, Gert Stöckl and Kurt Schellenbauer. Additional Information on the games award can be found at: www.spiel-der-spiele.at

All award-winnings game are available from your specialty games store which will be pleased to help you!

Our 4 User Groups

We assign our award winners to four user groups:

For children: Games for children, and educational games; adults can, but need not play.

For families: children and parents play on an equal footing, all have the same chances to win.

With friends: Adolescents and adults play on equal footing, all players age of ages 12+.

For experts: Games with more complex rules and a higher level of access, offering lots of interesting play, especially for experienced players.

Please note, that user groups may overlap; children who love to play can be ahead of their peers as regards to game play.

„For families“ is not the equivalent of the classic term “Family Game“! The right game for you is solely chosen by your fun in playing!



Tzolk'in Der Maya-Kalender

A turning worker-placement game for 2-4 players, ages 12+, by Daniele Tascini and Simone Luciani at Czech Games Edition 2012, ca. 90 minutes

AUSTRIAN GAMES AWARD 2013

ALI

THIEVES AND TREASURES

8↑

45 treasure cards including nine shiny, noisy and encumbering treasures and the Chief Thief card. In turn, one player is Ali and the others are thieves. Ali turns up treasure cards one by one and takes them up; after each card the currently active thief must repeat all treasures uncovered so far, in any order, identical treasures are added up! If Ali

turns up one of the special treasures, Ali takes a corresponding alarm marker. A round ends in one of three ways: A thief makes a mistake, Ali has collected three identical or three different markers or Ali voluntarily stops turning up cards. When the round ends with a thief's mistake, Ali chooses three cards from his hand and then in turn Ali and all



thieves but the one who made the mistake choose one treasure card. When Ali stops the says "Open Sesame" and he and all thieves share the treasures, in turn choosing one card from Ali's hand. In case of three markers for Ali the thieves share the treasures, choosing one in turn. All players stack their cards face-down. Then the next player becomes Ali, and so on. When the Chief Thief turns up the game ends at the end of this round; the Chief Thief card is handled like a treasure card. Should the draw pile end in this round, too, Ali is supposed to have stopped voluntarily. All now score one point for each kind of treasure in their stack, not for each treasure card! In Variants you need to list treasures in correct order or add an adjective to each treasure. Ali is a very nice version of „I put into my suitcase ...“, offering a little bit of tactic to the Ali player. All in all a very attractive family game! ☑

INFORMATION

PLAYERS:
3-5AGE:
8+TIME:
15+

Designer: A. Bauza, C. Lebrat
Artist: Stéphane Poinot
Price: ca. 14 Euro
Publisher: Libellud 2013
www.libellud.com

EVALUATION

Memo, collecting
 Users: For families
 Version: multi
 Rules: de en es fr nl
 In-game text: no

Comments:
 Nicely adapted standard mechanism of „I put into my suitcase...“ * Topic and mechanisms fit well together * Very pretty drawings * Handy take-along-sized box

Compares to:
 All memo games with a listing mechanism

Other editions:
 Currently none



AUF TEUFEL KOMM RAUS

CHALLENGE THE DEVIL FOR GOLD OR COAL

10↑

Gold from coal – you need to be an alchemist or challenge the devil! 48 coal pieces showing a devil or numbers between 10 and 100 are placed face-down into the oven. Now you play four phases per round: For the Devil's Bet you secretly bet how much coal any player can take out of the fire before revealing a devil. Now players take coal from the

fire: You turn up coal pieces – even if you could not bet due to lack of money – until you either stop or a devil appears. If you stop you take all revealed coal pieces and name the total. If you turn up the devil you take coal and devil face-down. This does not affect winning your bet! When all are done with taking coal you determine winnings:



If your bet was lower or equal to the highest total of coals you keep your stake and take the same sum from the bank; if you did bet the exact total you get double your stake from the bank. If your bet was higher you lose your stake to the bank. For the highest total in coals and most pieces of coal you get a bonus of 50 from the bank. Finally, all add the values of their chips and place their marker between the corresponding numbers on the board or on the correct total - if you are alone in last place or at 0-50 you get 50 from each player who turns up a devil. Coal for a new round is prepared. When the total value of a player's chips reaches or tops 1600, the game ends and you win with the highest total.

What a hellish thing, those devils – what kind of risk will I take? It might be best to bet low and stop early – but that means the others could win, too – hellish, devilishly risky and good and also a lot of hellish fun! ☑

INFORMATION

PLAYERS:
2-6AGE:
10+TIME:
40+

Designer: Tanja und Sara Engel
Artist: Benedikt Beck
Price: ca. 30 Euro
Publisher: Zoch Verlag 2013
www.zoch-verlag.com

EVALUATION

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

Comments:
 Pretty components * Topic goes well with the mechanism * Very nice family game * Lot of fun to play

Compares to:
 All collecting games with stop-or-lose mechanism

Other editions:
 Currently none



BABAR

UND DIE ABENTEUER VON BADOU DAS KARTENSPIEL

5+

Badou loves to go out searching for adventures to master in Celesteville and its neighborhoods in the company of his friends; but not all friends can always take the time to go with him, so players help him to find friends to keep him company. Number cards 1-5 are laid out; Friends cards and Action cards are shuffled together and dealt evenly to all players.

Ten Adventure cards are shuffled, two of them are randomly and secretly set aside and the rest is stacked face-down. Now you turn up the top adventure card and put it on the table; it shows Badou's friends in ever-changing order. Now all players at the same time and using one hand only turn up the top card from their stack; if the card fits the adven-



ture card it is put underneath the corresponding number card, provided the spot is still empty; when the position is already filled or the card does not fit you set it aside open-faced on your discard pile and you draw the next card. If you make a mistake you must take all cards placed so far for this adventure and put them underneath your draw pile. Action cards can be used to make a player lose a turn or to cover a friends card beneath a number card and place the friend again. When the necessary cards are in position and the adventure is complete you remove all used cards from the game and turn up the next adventure card. If you are out of cards you win instantly; otherwise you win if you have fewest cards left when all eight adventures have been played. This is a fast adventure for in-between, with familiar characters and simple rules; and on the go you train motor skills and speed of reaction. ✓

INFORMATION

PLAYERS:
2-6AGE:
5+TIME:
15+

Designer: Steinwender, Lepuschitz
Artist: The Clifford Ross Company
Price: ca. 9 Euro
Publisher: Huch! & friends 2012
www.huchandfriends.de

EVALUATION

Card placement game
 Users: For children
 Version: de
 Rules: de
 In-game text: no

Comments:
 Simple rules * Easy to take along * Familiar license characters

Compares to:
 All simple card placement games

Other editions:
 Currently none



BACCHANALIA

FLEE AND FEAST

16+

Bacchanalia is a role playing game based on a handful of cards and intended for adults only! You are a stranger in Romagna fleeing from accusations of offenses against the law of the Empire and encounter gods in the hills looking for amusement. All players together decide on a timespan for the game and on regulations for the tales,

for instance no curses or no explicit sexual descriptions or no details on violence in crimes. At the start each player invents his character, describes him and his current location as well as his fictive partner and the real or alleged crime. The very first player must also introduce a description of the Bacchanalia, that is, a scene involving singing,

drinking and other trappings of an orgy. You draw cards from a deck; the game holds two kinds of cards – Deus cards with characters and Umbra cards with symbols. The rule state exactly how to distribute cards and also the kind of scenes resulting from which constellation of cards; for instance, a Satyrus card demands a tale including change of location and descriptions of unrestrained scenes at the new setting; Pluto demands inclusion of a crime and description of your involvement, if any; the content details are up to the players. Aim of the game is to escape dangers and to find your fictive partner; if you manage to leave the Empire with him or her, you win. The game ends in any case when each player has arrived an end-of-game scene.

An absolutely unusual game where all players need to know exactly what they are getting into; also a game that only reveals itself in playing, some role playing experience could be of advantage. ✓



INFORMATION

PLAYERS:
3-6AGE:
18+TIME:
var

Designer: Paul Czega, Michele Gelli
Artist: Claudia Cangini
Price: ca. 12 Euro
Publisher: Narrattiva 2012
www.narrattiva.com

EVALUATION

Storytelling, Role play
 Users: With friends
 Version: de en
 Rules: de en + fr it
 In-game text: no

Comments:
 For adults only * Rules need preparation time * Cards determine kinds of scenarios, not content * In cooperation with the City of Bertinoro

Compares to:
 Other narrative games

Other editions:
 Italienisch/Französische Ausgabe



BEJWELED

THE APP GAME TO TOUCH

8↑

Bejeweled is an app game and now is given a non-electronic edition for your games table. A board of 8x8 squares has room for 64 of the 78 jewel pieces; at the start you place them well-shuffled to fill the board, the special glitter jewels and surplus jewels go into the bag. You interchange two jewels and try to form a horizontal or vertical

chain of three, four or five jewels of the same color. When you form such a chain you take it off and earn coins of the same color, one coin for three jewels, two for four and three for five. Then you slide the remaining jewels in the row towards the opposite side of the board until the gap is closed; should this result in formation of a new chain you take it, and so



on. Finally, you refill the board with jewels drawn from the bag, this by and by brings the special jewels onto the board. When you can take off a special jewel with a chain you score an additional point. Three such coins of the same color form scoring set. At the end of your turn you put the jewels that you have taken off the board back into the bag. If you are first to win three scorings sets you win the game. If nobody can form a chain you replace the four middle pieces on the board with new ones from the bag. When a chain is formed while refilling the board you must draw another jewel for refilling. Very pretty to look at! Very easy to play, very attractive game play, very good game play, you really want to handle those colorful pieces and to collect them. And of course you must pay close attention, because if you miss a chain the next player can take it off the board before he does his regular turn! ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
30+

Designer: not stated
Artist: not stated
Price: ca. 30 Euro
Publisher: Hasbro 2013
www.hasbro.at

EVALUATION

Placement, set collecting
Users: For families
Version: de
Rules: de
In-game text: nein

Comments:
Board game based on the app * Very attractive components * Short, concise, clear rules

Compares to:
Other placement games with row formation

Other editions:
Hasbro USA



BENNIS BUNTE BLUMEN

SEEDS, WATER, FLOWERS

4↑

Benni Hörnchen and his friends want the most beautiful flower garden in the Squirrel Wood. Blossom tiles are distributed green petals side up on the board. You put your seeds on your squirrel and put the squirrel in front of its tree house. You roll the green dot die and the blue symbol die; the green dot die regulates the moves of

your squirrel and sowing seed, the symbol die the additional actions. First, you move your squirrel the amount of steps indicated by the greed die: When the move ends next to an item of your color of next to an empty brown earth hole, you can sow: To sow a seed you move your squirrel on top of the hole and let a seed drop and then you put



your squirrel back on the path; if you roll the butterfly you can choose one, two or three steps for your move. When the symbol die shows green petals you can turn over a blossom tile; if you have found a blossom of your color you set it down open-faces; others are turned back over again. If you roll the watering can you can water one of your seeds; it grows into a plant, that is, you take on plant part and place it on top of one of your seeds. For the rain cloud on the symbol die you can let all your seeds grow into a little plant. When the symbol die shows the sun your plants flower – you can take one of your blossoms and put it on one of your plants. When all your plants have blossomed you quickly run to the treehouse; if you are first to reach it you win. This is „only“ a simple roll & move game, but it enchantingly illustrates the live of a plant from seed to blossom and also demonstrates the progress of the game! Simply beautiful, simply felicitous. ☑

INFORMATION

PLAYERS:
2-4

AGE:
4-8

TIME:
15+

Designer: T. Daum, V. Leitner
Artist: Antje Flad
Price: ca. 24 Euro
Publisher: Haba 2013
www.haba.de

EVALUATION

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

Comments:
Plant growth enchantingly presented * Also illustrates the game progress nicely * Wonderful components * Simple rules

Compares to:
Other roll & move games

Other editions:
Currently none



BILLY O'SHOE

WOODEN FEET AND A COLOR DIE



Little millipede Billy has very wet feet after being out in a squall of rain and is in no mood to take them off; so players must assist him to get rid of his shoes. You roll the color die and place your marker on the next spot of this color in the direction given by the arrow. If there is no foot at this spot you can add one of your feet next to it. Should there be

your opponent's marker on the spot you move on to the next free spot of the color rolled. The track is a circular track along Billy's body, head and tail are turning points. If you are first to place all your feet you win.

In a version you play adhering to the same basic rules as in the core game, but the white spots on Billy's body are now

„bad luck“ spots: If you roll white you move to the next free white spot, but you are not allowed to place a foot there, even when the spot is free. And to make matters worse, your opponent can place a foot now next to any empty spot. Again the winner is who could place all his feet on Billy first.

In another version each player chooses one half of Billy, either the red or the blue one, marked by the arrows. Again you play as in the core version of the game, each player places feet on both sides of Billy's body, and white spots are not „bad luck“ spots; the winner in this version is the player whose side of Billy is first completely filled with feet! Even when Billy Millipede has only 24 feet, he provides an enchanting idea in enchanting implementation; the wooden feet with a handle are funny and the simple rules even allow for first tactical considerations on where to best place a foot in the white = bad luck version. ☑



INFORMATION

PLAYERS:
2

AGE:
3+

TIME:
10+

Designer: Norbert Proena
Artist: Cristiana Giuriato
Price: ca. 20 Euro
Publisher: Beleduc 2013
www.beleduc.de

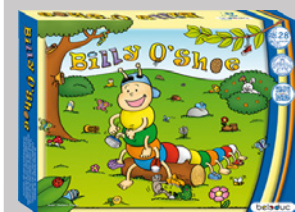
EVALUATION

Color dice game
Users: For children
Version: multi
Rules: cn de en es fr it nl
In-game text: no

Comments:
Pretty design * Nice background story * Good game for first rules adherence

Compares to:
All color dice games

Other editions:
Currently none



CAVEMEN

THE QUEST FOR FIRE

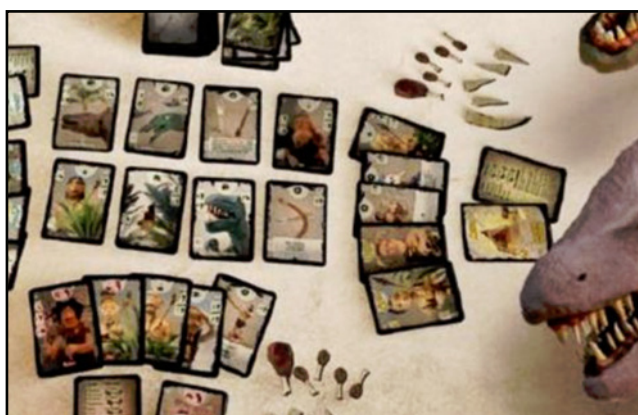
Players are pre-historic leaders of their tribes, you hunt, grow your tribe and develop new technologies; if you are first to discover fire you win. Resources in the game are teeth and food. Teeth earn you prestige and you use it to pay for cavemen and caves and bid with them for the conch; food keeps the cavemen of your tribe alive.

If you hold the conch you are starting player, also for choosing cards from the pool, and you do an extra action at the end of the round. At the start of each round a certain number of cards is drawn for the pool in relation to the number of players. Then all players bid with teeth for the conch, if you pass you can re-enter the bid when it gets back to

you and each bid must be higher than the previous, one. Then the holder of the conch pays one food for each cavemen, all other players pay one feed. If you do not have enough food you must discard a cavemen.

In the Action phase you choose one action from Recruit, Hunt, Invent, Forage or Explore. In the Discard Phase the player to the right of the conch holder selects cards from the pool and discards them until only three are left; fire must be shuffled back into the pile. When you are the conch holder and your inventions add up to at least the cost for fire you have invented fire and taken your tribe into a new era.

The 21 inventions in the game and the different abilities of tribe members make for a sophisticated game with several possible strategies and a well-working interaction of topic and mechanism, including the very expensive advantage of the starting player in choosing cards first from the pool. ☑



INFORMATION

PLAYERS:
2-5

AGE:
13+

TIME:
60+

Designer: Dan Cassar
Artist: Claus Stephan + Team
Price: ca. 23 Euro
Publisher: Rio Grande Games 12
www.riongrandegames.com

EVALUATION

Card drafting, auction
Users: With friends
Version: de
Rules: de
In-game text: yes

Comments:
Expensive advantage for the starting player * Resources management and using of card advantages are deciding factors and allow for lots of strategies

Compares to:
Card drafting games using card relations and resources management

Other editions:
Currently none



CHICAGO

CASINOS AND MOONSHINE

You are boss of a syndicate in Chicago, making money with Casinos and moonshine und deploying your henchmen.

In each round of the game you have one turn of six facultative phases: 1) Bail out henchmen from jail; 2) use three action points to recruit, place or move henchmen; conflict – killed henchmen need funerals, which

you must pay for; you can only fight if you can pay for potential funerals; 4) income from controlled areas; casinos double the income of the respective area, a moonshine distillery doubles the total income; 5) build a casino or distillery or 6) donate to charity. After one turn for all, the poorest player turns Snitch. The Snitch decides to who he gives informa-

tion and you deal with the consequences of this snitching: The snitch draws a chip from the bag – if it is a normal policeman he can be bribed; if it as Untouchable the snitch chooses a player who loses all casinos, distilleries and minions and you also remove a normal policeman. Players always keep their money secret and can lie when asked for their balance; but at the start of round 7 and 10 all players must name their cash total correctly. After twelve rounds prohibition ends after the last player turn, the Snitch phase is not implemented. The richest player is arrested and half of his money is confiscated; the player who is now richest – usually another player – now wins!

A game on a Chicago topic as many, but the Al-Capone-similar end gives it an unusual touch. So staying demurely in the background could win you the game, provided the others leave you to your business and you can use Untouchables against them. ☑



CONSTRUCTION ZONE

WHO IS THE FASTEST BUILDER?

8+

You want to be the fastest builder of all! In each turn you receive resources that you collect and then use by and by to set up buildings. The card stacks for special buildings and necessary building materials and a display of building material cards are prepared according to the rules; each player begins the game with four cards from the basic

building material draw pile. In your turn you draw two cards from the display and replenish the display with cards from the draw pile; then you may swap two of your cards from your hand for one building card and may then set up a building – you can choose any one of the three face-up top special building cards in the stacks. To set up such

a building you lay out and then discard the combination of material cards shown on the building card. It is possible to overpay, but do not get back any change. Later in the game special buildings can also appear in the draw pile, as the joint discard pile is reshuffled for the new draw pile. Those cards can be taken like basic cards from the display or can be acquired by swapping two cards from your hand for such card. If you are first to set up 5, 7 or 10 buildings in case of 4, 3 or 2 players respectively, you win. First of all you notice the pretty and attractive graphics in this game from Lithuania, and then the compact rules that leave nothing to be desired; the game itself is an ideal family game using standard mechanisms which are easy to explain, easy to understand and easy to implement. Not a "great" game, but a nice family game and a well-made example for the still very new game production in Lithuania. ☑



INFORMATION

PLAYERS:
3-4

AGE:
12+

TIME:
60+

Designer: Gin'ichiro Suzuki

Artist: Takumi Suzuki

Price: ca. 40 Euro

Publisher: Show Enterprise 2012
www.gamers-jp.com/japonbrand

EVALUATION

Worker Placement

Users: With friends

Version: jp

Rules: de en fr jp

In-game text: no

Comments:

Wittily adapted standard mechanisms * Special touch from the game-end rule for the richest player * The game comes with Japanese rules only, other languages available as download

Compares to:

All games with Chicago/gang/Mafia topics

Other editions:

Currently none



INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
30+

Designer: Oliver Sihveer

Artist: G. Rudzitis, A. Rocėns

Price: ca. 12 Euro

Publisher: Brain Games 2012
www.brain-games.com

EVALUATION

Collect, swap, place

Users: For families

Version: multi

Rules: de en

In-game text: no

Comments:

Lithuanian Publisher * Good, compact rules * Standard mechanisms * Very attractive graphics

Compares to:

All games on collecting and swapping card combinations

Other editions:

Currently none



COSMIC EMPIRES

SECRET AND PUBLIC MISSIONS

Planetary natives defend a still independent system against the take-over efforts of intergalactic conglomerates and against the Galactic Empire as well as against pirates and explorers on the search for resources and new technologies. You take up the role of one of those factions and want to be the first to implement your secret mission

and thus win the game; each of the factions has special abilities and characteristics. During the game player turns alternate with collective rounds. In those collective rounds you explore the game board: you receive information and can either take a look at one face-down board tile = field or exchange a field. The fields are either planets, stations



or fields without a presence. In the turns for each player following the collective round you can either 1) use all of your own activated fields and 2) move your fleet, reveal fields and resolve their effects – if you encounter pirates, combat ensues instantly; this also happens when ships of different factions meet; combats are resolved by rolling dice for hits and assigning damage. Instead of ship movement you can use diplomacy or build ships. Planets can be conquered exclusively by diplomacy. Event cards come from activation of event planets or exploration centers and from completed public orders, won combats and defeating of neutral pirates.

Cosmic Empires offers an ambitious space encounter with an agreeable playing time and a nice mixture of tactics and luck of the dice roll, with a slight emphasis on the chance element; the modular board and changing factions offers an ever-varying flair. ☑

INFORMATION

PLAYERS:
2-5

AGE:
12+

TIME:
90+

Designer: Alexander Gyulai

Artist: Benjamin Carré

Price: ca. 35 Euro

Publisher: Innovative Games Creation 12
www.ingc.de

EVALUATION

Development, resources
Users: With friends
Version: multi
Rules: de en
In-game text: yes

Comments:

Bilingual components *
Modular board and changing roles allow for variety *
Agreeable duration

Compares to:

All Sci-Fi games with explore/conquer/defend topic

Other editions:

Currently none



CRAZY LAB

RED=PLUS, GREEN=MINUS

10+

In Crazy Lab you play with negative colors and positive colors. For each player there is a stack of four scoring cards; on one side those cards show one of the four colors in the game, this is the plus side, and the same color on the negative side. Each player is dealt ten cards from the trick-taking stack – number cards in all colors, most of them show up

to three colors showing individual values for each of the colors on the card – and now chooses his positive color and lays it out negative side up to keep it secret. From the remaining cards in the scoring deck you now choose two colors for trump to be shuffled and set down face-down for a trump deck.

At the start of each round you



turn over the top card of this trump deck to determine the trump color for the round. In turn all players play any card of their choice, there are no rules for color or tricking or using trump. The highest card in the current trump color wins the trick; in case of a tie the winning card is the one played earlier. Should there be no trump card in the trick the highest card wins the trick regardless of color. If you win the trick you take it, turn over the next trump card and lead a card for the new trick. After ten tricks you win with the highest total from points in your positive color minus points in your negative colors in all your tricks. Why the game is called Crazy Lab is not mentioned in the rules; but at least the game is tricky and takes some consideration as to which colors one chooses for trump and which card to use when to trick; memorizing cards played might be tricky because of the multiple color cards. ☑

INFORMATION

PLAYERS:
3-5

AGE:
10+

TIME:
30+

Designer: G. Morales, J. Gene

Artist: Marek Blaha

Price: ca. 8 Euro

Publisher: Amigo Spiele 2013

www.amigo-spiele.de

EVALUATION

Trick-taking card game
Users: For families
Version: de
Rules: de
In-game text: no

Comments:

Multiple colors make memorizing cards rather tricky * Interesting mechanism for choosing scoring and trump colors * Only the negative color of each player is known

Compares to:

Other trick-taking card games with choice of scoring or trump colors

Other editions:

Currently none



DINO PARK

HUNTING WITH CAGE AND ROPE



Hunting for dinosaurs – you use curious means like a rubber hammer or a butterfly net besides ropes or traps to hunt dinosaurs and try to catch the most valuable ones. The Dinosaur cards are shuffled and stacked face-down, then you turn up and lay out three of those cards.

You roll all dice, set aside at least one of them and can, if you want

to, re-roll the remaining ones, set aside at least one more and again re-roll the remaining ones, etc., or you can stop. You can only set aside items that are shown on one of the cards on display and you place an adventurer on a corresponding item on one of the three cards for each die you set aside. When you set aside the binoculars, nothing happens. If



you stop, you take completely filled cards; incomplete cards with adventurers on them stay in the display. If you cannot set aside a die you lose your turn; if there should be a full card or several full cards at that point they are discarded, incomplete ones remain in the display. If you have set aside all dice and at least two of them show binoculars you can re-roll all five dice, but can only take a card that is already full if you stop your turn. When all cards have been taken you add the values of your cards and win with the highest total. For a solitaire game you take the top card from the face-down stack and remove it from the game after each voluntary end of a turn.

Dino Park is a nice dice game for all the family; the dinosaurs are fantastic, the rubber hammer is cute and the stop-or-risk mechanism has been attractively adapted; who wants to leave a nearly complete dinosaur card to the next player? ☑

INFORMATION

PLAYERS:
1-4

AGE:
7+

TIME:
20+

Designer: Reiner Knizia
Artist: not stated
Price: ca. 10 Euro
Publisher: Piatnik 2013
www.piatnik.com

EVALUATION

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

Comments:
Pretty design * Simple rules
* Nicely varied stop/risk-mechanism

Compares to:
All dice game with a stop/risk mechanism

Other editions:
Currently none



DOODLE JUMP

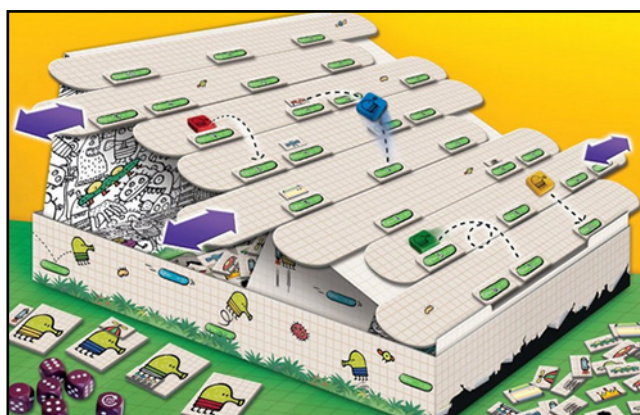
THE BOARD GAME



In analogy to the app your Doodler wants to get to the top and you win, if he manages this first. The stairs are set up and equipped with randomly drawn power tiles. You roll all dice and the roll is successful if you can A) jump to a pad or B) use the symbol die.

Jump to a pad: At the start all pads on the lowest level are

reachable for your Doodler, later in the game all pads directly adjacent to the Doodler's position are within his reach. To jump to a pad you add any number of dice for a result equal to a number on one of the reachable pads and put your Doodler on this pad; dice used for this are set aside. The symbol die allows you additional numbers, shifting



of levels by one position, taking off levels without Doodlers or rolling unused dice again. After A) or B) you decide if you want to roll again or if you stop. If you stop your Doodler remains on the pad you reached.

Whenever you roll and cannot jump or use the symbol die your Doodler falls, straight down to the nearest empty level. When you jump on a pad with another doodler this doodler is pushed and falls. When your Doodler lands on a power tile, you take, use it – depending on the symbol on the back – instantly or later in the game and replace it with a tile from stock. Power tiles allow you different kinds of jumps or a shield against falling. In the advanced game you must shoot at monsters and expert tiles are introduced.

This is an absolutely well-made adaptation of the app, the tension and challenge in the jumps and the falling off are nicely imitated by rolling dice, a fun game with a very actual and therefore interesting topic for all the family. ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
30+

Designer: Max Kirps
Artist: Ideenfabrik Brigitte Hurter
Price: ca. 25 Euro
Publisher: Ravensburger 2013
www.ravensburger.de

EVALUATION

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

Comments:
Well-made adaptation of the app * Very nice family game * Good, well-illustrated rules

Compares to:
All dice game with result parameters and penalties for missing parameters

Other editions:
Currently none



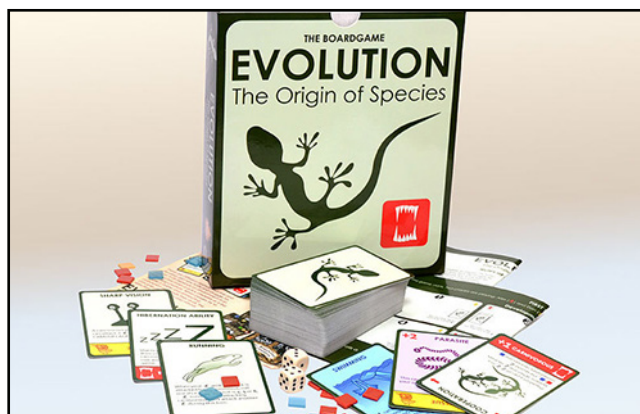
EVOLUTION

THE ORIGIN OF SPECIES
PLUS EXPANSION TIME TO FLY

8+

You breed your own species and must make do with different amounts of food. Each round comprises the phases Development, Food supply, Food and Extinction plus drawing cards. Each phase is resolved by each player. Or development you play cards, using them either as animal or as characteristics. Food is determined by dice roll. To feed you

take one food marker per round. If animals are not sufficiently fed they become extinct, including all their characteristics, and are discarded. When all cards are gone, you score for surviving animals and for each of their characteristics, with bonuses for special characteristics. In Time to Fly we go on breeding species and can now shuffle



this first expansion into the core game and play with six players. The basic rules remain unchanged, but thanks to new characteristics the course of the game changes. New characteristics are, among others: Shell - stays in play even after extinction of the species and can be taken instead of food; intellect - can eat animal with only one protection; Angler fish - can be played only as an animal; special characteristics is used in the food phase; Trematodes - uses rules for Pairs as a parasite; or Flying, Ambush, Ink Cloud or others.

The use of the respective abilities of your species must be well-considered; carnivores are hard to defeat, but lack of food defeats every species! All in all a game with quite a lot of tactic, a little mitigated by the luck of dice for food. Another hint: Simple flying creatures are also hard to defeat. So the overall impression is that of an attractive game that very nicely implements the topic. ✓

INFORMATION

PLAYERS:
2-4/6

AGE:
8+

TIME:
30+

Designer: D. Knorre, S. Machin
Artist: Dmitry Knorre
Price: ca. 20 / 13 Euro
Publisher: Rightgames 11, 12
www.russianboardgames.com

EVALUATION

Card placement game
Users: For families
Version: multi
Rules: de en fr + cn kr ru
In-game text: yes

Comments:
Multi-language edition *
Card texts in English with
leaflet for translations *
Good for families with
some gaming experience

Compares to:
Bios Megafauna for the topic

Other editions:
In Russian



FILLY WITCHY

HEXENTANZ IN ZIMSALA

4+

The little plush ponies, called Fillys, have now arrived in a witches setting. Filly Witchy is the latest background story for the little horse princesses. In this roll & move game the Fillys want to wend their way to the powerful witches Abra and Cadabra and follow the path on the glittering magical rings. Those rings on the board are made up from concen-

tric rings in five colors, switching between rings can speed up your journey to the witches. Each player chooses one of the pretty Fillys who all wear glittering Swarovski jewels in the clutches of their cloaks, and puts it one of the four starting spots which are surrounded by flower garlands. Then you roll the die: The result determines the number



of spots you can move your filly horse on the path; you need not use all steps and can stop your turn earlier. You can switch from one ring to another using the spots that are marked with a colorful jewel, called a diamond in this game. Those diamonds are marked with numbers and to use a diamond for switching you must roll a number that is higher than the number on the diamond; you cannot use the diamond for changing when your move ends on a diamond. When your move ends on a path spot with another Filly this Filly is moved to the next outward ring and thus falls back in the race. If you are first to reach the center spot with Abra and Cadabra you win the magical journey to the witches.

This is a very pretty game, like all games from the Filly universe. The game itself is a nice variation of the roll-move-send-down-if-possible mechanism and purely chance-driven, but an excellent introduction to rules games for small children. ✓

INFORMATION

PLAYERS:
2-4

AGE:
4+

TIME:
20+

Designer: not stated
Artist: not stated
Price: ca. 16 Euro
Publisher: Noris Spiele 2013
www.noris-spiele.de

EVALUATION

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

Comments:
Pretty components * Fillys
are miniatures of bigger
collectible horses * Very
simple rules * Good for an
introduction to rules games

Compares to:
Other toll & move games

Other editions:
Currently none



FLINKE FLIEGER

TO THE NEST AT LOW ALTITUDES



Two seagull families must move to a bigger nest, because they have laid too many eggs. This turns into a race to reach the new nest before the fledglings hatch. The nests in the box bottom and the starting line are prepared; the starting line is at about 4 m distance from the nests. Players form two teams. The active player of each team

is given a seagull mounted on a stick and a randomly chosen egg is placed face down on the rucksack on the seagull's back; the color of the rucksack determines the nest where the egg should end up, and the spinner determines the kind of movement to transport the egg. On a signal both players start the race using this movement: Turboflug – as



fast as possible; Tiefflug – you go down on all fours and crawl, balancing the seagull in one hand; Backwards – you move backwards and only turn shortly before the nest; Trudelflug – you move forwards and must do a full turnaround at least twice; Sideways – you walk sideways, choosing real sidestepping or crossing your legs. If you lose the egg, you and your team must quit for this round. If you reach the nests and slide the egg into the correct one you saved it for your team and the seagull family. When the egg slides into the wrong nest the opposing team will be happy! When both eggs end up in a nest, regardless in which one, the faster team is rewarded with a bonus egg. When less than three eggs remain each team counts the fledglings underneath its eggs and the team with most fledglings is the winner of the race. Diligent, quick, and active, just as the motto of the series Spiel aktiv demands, good for indoors as well as outdoors, and a lot of fun. ☑

INFORMATION

PLAYERS:
2-8

AGE:
5-10

TIME:
10+

Designer: Gunter Baars
Artist: Oliver Freudenreich
Price: ca. 7 Euro
Publisher: Ravensburger 2012
www.ravensburger.de

EVALUATION

Balance, Race
Users: For children
Special: Many players
Version: de
Rules: de
In-game text: no

Comments:
Series Spiel aktiv * Good movement game * Needs a bit of room, but can easily be played indoors

Compares to:
All race/balance games

Other editions:
Currently none



GEISTESBLITZ 2.0

GREY GHOST AND RED BRUSH
-> GREEN FROG



Once again Balduin needs help with his pictures, as his enchanted camera often does produce images in wrong colors. This time he makes a ghostess disappear, as well as a red towel, a green frog, a blue brush and a grey bathtub. Those items are arranged in a circle and the image cards for those items in varying color combinations are shuffled

and stacked face-down. The top card of those image cards is turned up and all players try to grab as quickly as possible the one item from the card that is depicted in its correct color. If no item is represented in its correct color you must grab the item that is not depicted and has the missing color. So, when the card shows the ghost in grey and



the brush in red, green is a missing color and the missing item is the frog, and as one of the items is a green frog you grab it. You can only grab for one item in a round; if you take the correct one you get the card; if you make a mistake you must give a card to the player who reacted correctly. When there was no correct reaction the card is placed beneath the draw pile. In versions you can name the item in German or another, previously determined language, when the frog is visible, or grab an item in relation to the towel. When all cards have been taken you win if you collected most cards. If you like to play an even more demanding game you can combine Geistesblitz 2.0 with Geistesblitz! The name of the game is program, you really need a kind of brainwave for each new card, and also a good amount of concentration throughout the game which provides witty and jolly brain training for your mind and reaction. ☑

INFORMATION

PLAYERS:
2-8

AGE:
8+

TIME:
30+

Designer: Jacques Zeimet
Artist: Gabriela Silveira
Price: ca. 10 Euro
Publisher: Zoch 2012
www.zoch-verlag.com

EVALUATION

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

Comments:
New edition of Geistesblitz with new items * Can be combined with Geistesblitz * Rules for versions and combination with Geistesblitz are included

Compares to:
Geistesblitz and other reaction games on the topic of missing elements

Other editions:
Currently none



GENTLEMEN CAMBRIOLEURS

GENTLEMEN THIEVES

10+

The game is meant to pay homage to Arsène Lupin; you should follow in his footsteps, become the king of burglars and collect most loot. The game is set up according to specifications, equipment tokens are placed next to locations. Each round begins with the formation of alliances: The starting player puts two character tokens into the white

alliance space and three into the black one and thus forms two alliances – two burglars versus three. Then – in the Burglary Actions phase – you take turns and either take one equipment token from the board and put it next to a location (it is instantly replaced from the draw pile) or draw the top token from the face-down draw pile or use one of your



Helping Hand tokens to move one of the special markers, tunnel, car or lock. A tunnel connects two locations to form one location, the car relocates one token to the location with the lock token and the lock token stops splitting of the loot at its location. Each location can only hold a maximum of three tokens of the same kind. When there are all five kinds of equipment at one location – gloves, rope and anchor, lamp, mask and stethoscope – a burglary happens. The loot goes to the alliance with the majority of tokens in their color there, tokens turn into loot and are split within the alliance. In case of a tie for the alliances nobody gets loot. When the Brigadier appears the game ends, you reveal your identity and win with most loot tokens.

An elegant, classy game in which the forced change of alliances and the need to try to glean optimum profit from this change result in a very tactical game that is nicely counterbalanced by the random drawing of equipment tokens. ☑

INFORMATION

PLAYERS:
2-5AGE:
10+TIME:
45+**Designer:** Dumas, Chevallier, Pelemans**Artist:** Christophe Madura**Price:** ca. 26 Euro**Publisher:** Bombyx 2012www.asmodee.de

EVALUATION

Placement, collecting
Users: For families
Version: multi
Rules: en fr
In-game text: no

Comments:

Elegant, beautiful design *
Simple rules * Very tactical
with the right amount of
chance from the equip-
ment marker drawing

Compares to:

All placement-for-majorities games

Other editions:

Currently none



GOBLIN'S INC

ONE DESIGNER, ONE CONSTRUCTOR

The Boss of the robot factory is retiring and decides about his successor with a competition for building the best and most resilient robot. In each of the two rounds you are part of a team together with another player. You build a robot together and then get into a firing match with the robot from the other team. But – and, of course, there is a But,

each player has secret goals which he wants to achieve in order to impress the boss, and of course his temporary partner does not know those plans and goals. Players of a team sit next to each other, a randomly decided starting player begins the game as planner. One blue print card is revealed and you have your own deck of secret goals from



which you draw seven cards. In the building phase you alternate as designer and constructor for choosing and placing of robot parts: The first designer draws five tiles – there are weapons, armament, engines and decoration and hands two of them to the designer of the other team. The builder must add those tiles to the robot on any free spot; after 20 tiles the combat phase begins; players alternate as pilot and tactician for directing the robot and choosing combat cards. Three tactics cards are on display and you choose actions, cause damage and inspect your robot for inability for combat. Combat results are evaluated according to your secret goals.

Goblins Inc. Is a funny chaotic game in which the biggest kudos go to the rules of the game; they do present the game very wittily and comprehensively; in a game for four players the construction is harder to plan, in a game for two a tactical melee ensues. Finally, some intelligent goblins! ☑

INFORMATION

PLAYERS:
2-4AGE:
12+TIME:
60+**Designer:** Filip Neduk**Artist:** D. Cochard, F. Murmak**Price:** ca. 35 Euro**Publisher:** Heidelberger / CGE 12www.heidelbaer.de

EVALUATION

Placement, Strength comparison
Users: With friends
Version: multi
Rules: cz de en fr
In-game text: no

Comments:

Plays very differently for
two and for four players
* Cute, witty, well-written
rules including expert and
party versions * Plan for
one trial game to familiarize yourself
with the concept

Compares to:

All placement games with evaluation
of position, placement and strength

Other editions:

Bei Iello, Mindok und Rio Grande
Games



GOLD AM ORINOKO

RIVER CROSSING ON LOGS

7↑

In the ruins deep in the jungle on the other side of the Orinoko river treasure of gold coins has been located which can only be reached by crossing the river on lumber logs gliding downstream. The lumber logs are placed next to the rock head and the coins are distributed on the temple wall, half of them face-down, the other half face-up. The active

player rolls both dice: The white die determines the number of steps for your adventurer, the brown die the distance you can push a lumber log. You choose the order in which to implement those actions. When you push a log, two logs next to each other must overlap by at least one square and you cannot push a log beyond the end of the river.



In your turn you decide on one of your adventurers and move him over the logs; an adventurer can step from the bank onto the first log from any spot on the bank; you can only move horizontally or vertically across the logs, and on each square on a log only one adventurer is allowed. Occupied spaces are jumped over horizontally or vertically and you do not count them for your move allotment. On the other side of the river you can only enter a temple wall spot if it has a coin on it, you then get this coin. When all coins are taken or the remaining coins can't be reached you win with the highest total of coins.

If you experience a bit of a déjà-vu, you are correct; there have been other games using the mechanism of crossing on moving parts, but the adaption has been cleverly done, the topic fits the mechanism nicely and the exact and scoring landing is a special challenge, mitigated by the luck of the dice roll. ☑

INFORMATION

PLAYERS:
2-4

AGE:
7+

TIME:
20+

Designer: Bernhard Weber

Artist: Michael Menzel

Price: ca. 25 Euro

Publisher: Haba 2013

www.haba.de

EVALUATION

Racing, collecting
Users: For families
Version: multi
Rules: de en es fr it nl
In-game text: no

Comments:

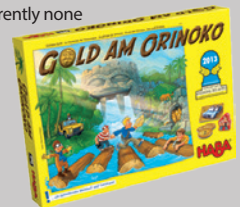
Adaptation of an old arcade game * Topic goes nicely with the mechanism * Mechanism well adapted * Interesting due to aiming at defined targets

Compares to:

Frogger, Flößer am Katarakt, Ach du lieber Biber and other placement games with moving locations

Other editions:

Currently none



IRON SKY

THE BOARD GAME

Based on the film of the same name and set in an Alternate Reality, an Invasion is started by the Fourth Empire in order to conquer territories and countered by the United World Confederacy who must fend off the invaders. Each player is part of a faction and is responsible for one continent, but he can interact and plan with other players in

the same faction. All players of a faction implement their moves at the same time; you can hand over money and units to other players in your faction and can use resources and armies in the same round. All players of a faction play simultaneously, as active faction, the phases Resources, Command and End of Turn, all finish one phase before



the next is begun. Resources are provided by territories you control. Actions are implemented using Command Cards – you can, in any order, play command cards, use orders for Regroup or Request Help and share resources with others, while you have resources left. Combat resulting from Actions is resolved with Combat Cards. When the End of Game Marker is drawn the game ends, usually after eight complete rounds; with the Game End options it can take between seven and ten rounds. At the end all members of a faction together win with points from controlled territories damage and secret Commander Operations. There are three levels of difficulty and you play with two, four or the optimum of six players.

A dense, gloomy simulation which does not concentrate on characters like the film but on the conflict; basic mechanisms are known from other simulation, the intense cooperation of players of the same faction is an interesting element. ☑

INFORMATION

PLAYERS:
2-6

AGE:
12+

TIME:
120+

Designer: Salmijärvi, Kolonen

Artist: Salmijärvi, Lehtiniemi

Price: ca. 45 Euro

Publisher: Revision Games 2012

www.revision-games.com

EVALUATION

Conflict simulation
Users: For experts
Version: multi
Rules: de en + fi se
In-game text: no

Comments:

Alternate-reality topic * Based on the film of the same name * Cooperation of faction members is needed

Compares to:

Dust and other conflict simulations with a fantasy topic

Other editions:

Currently none



KREUZWORT

DICE FOR LETTERS TO ENTER



Everybody knows crossword puzzles, but here we play crossword dice, but without black boxes in the grid. Each player is given a sheet showing a grid of 5x5 boxes. In turn the active player rolls all five dice – one orange, one yellow, one white and one green letter die and one black die carrying six combinations of two colors in the colors

of the letter dice. The result of the black dice determines the valid letter dice for the round; each player chooses one of the two letters showing on the dice in the colors given by the black die and enter this letter into their grid into any empty box of their choice. Contrary to a standard crossword puzzle the letters need not result in a valid word



or make sense in each direction. The question mark on the white die can replace any letter with the exception of diphthongs and ß; those letters in words are replaced by ss, ae, oe and ue, that is, you need two dice results for a word with those letters. After 25 dice rolls and entering of the corresponding letters all rows and columns are scored. You score the longest word in every row from left to right and in every column from top to bottom, adhering to the usual Duden rules for flections and spelling. Words of two letters are worth one point, words of three letters 3 points, words with four letters six points and for a word with five letters you score ten points. Kreuzwort is a mixture of chance and vocabulary; it takes some time to get used to the not-all-directions-need-to-be-correct rules and you must actively neglect or destroy some rows or columns in favor of others, but the deciding factors are the dice results. ☑

INFORMATION

PLAYERS:
1-4

AGE:
8+

TIME:
20+

Designer: Bernhard Lach, Uwe Rapp
Artist: Bluguy Grafikdesign
Price: ca. 10 Euro
Publisher: Kosmos 2013
www.kosmos.de

EVALUATION

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

Comments:
Pretty, compact box * Can be played with more than four players * Dice results are dominant, a good vocabulary is helpful

Compares to:
All word-forming games using randomly selected letters

Other editions:
Currently none



LA BOCA

COOPERATIVE CONSTRUCTING



La Boca, named after a borough in Buenos Aires, is a construction game based on template cards; it is played by ever-changing teams of two players, teams are determined by turning up partner chips: Each player holds a color chip for every other player; the active player turns over a chip and thus determines his team-mate for the current

round. Team members share one template card, showing a different construction on each side, that is, different views of one construction. At the start of the game all players decide if they want to use the standard cards or the more difficult card set. Now both players must use all blocks together to achieve a construction that corresponds to

a player's side of the card when looked at by him. Players may talk to correlate the construction, but can only look at their own side of the template card. Blocks need not be aligned in line, the construction may not exceed the 4x4 grid and must be without gaps under a block or blocks; there can be gaps between blocks! All blocks must be used and of course you can turn a block any way before placing it. When both have signaled that they are done, the construct is checked and both players score points related to the time needed. When all partner chips have been used each player has partnered each other player twice and you win with the highest score.

La Boca is an abstract construction game, yes, but is much more a fast communications game; the quicker you can tell your partner the necessary positions of blocks the more points you will score. In interesting well-working idea for fans of colorful patterns and quick reactions. ☑



INFORMATION

PLAYERS:
3-6

AGE:
8+

TIME:
30+

Designer: Inka + Markus Brand
Artist: Franz Vohwinkel
Price: ca. 30 Euro
Publisher: Kosmos 2013
www.kosmos.de

EVALUATION

Abstract construction
Users: For families
Version: de
Rules: de en fr it
In-game text: no

Comments:
Good mixture of logic and communication * Precise information is necessary * Good for fans of abstract games * Some waiting can occur due to chance partner selection

Compares to:
Make, n' Break and other build-according-to-template games

Other editions:
Asterion Press, Filosofia Edition, Z-Man Games



LINUS DER KLEINE MAGIER

MAGICAL MAGNETIC TOYS

3↑

A magical and magnetic game and a new addition to the series of games featuring Little Magicians: Linus the Little Magician has accidentally bewitched some of his toys, and they got mixed up with the ones that have not been affected by Linus' spell, so players help him to sort out his toys. 30 round toy tiles – three magnetic ones and two

non-magnetic ones for each kind of toy, Bat, Ball, Frog, Cat, Dice and Potion – are spread out open-faced on the table and you stack the square spotting tiles, there are three of them for each kind of toy.

In your turn you take the Linus figurine and place it on one of the round toy tiles that are still on display for the toy that is pic-

tured on the top square search tile on the stack. Then you lift the Linus figurine again: When the tile sticks to Linus you have found one of the bewitched toys and take both the toy tile and the search tile and put it down on the table. If the tile does not stick, the turn passes to the next player, and you should remember this tile so that you do not disregard it in the next search for this kind of toy. When all search cards have been used, you win with most pairs of toy tiles and search cards.

Simply enchanting, enchantingly simple – exactly the right thing for a toddler, providing an early and easy experience of a rules game and of playful training of motor skills, concentration and memory. The drawings are really nice, my favorites are the bat and the pull-toy cat, and Little Magician Linus himself is absolutely sweet. The magnetic effects are most interesting for toddlers and the 3:2 ratio is gut, but a challenge for their memory. ☑



INFORMATION

PLAYERS:
2-5

AGE:
3+

TIME:
10+

Designer: Wolfgang Dirscherl

Artist: Rolf Vogt

Price: ca. 17 Euro

Publisher: Drei Magier Spiele 13
www.dreimagier.de

EVALUATION

Memo and searching

Users: For children

Version: multi

Rules: de en fr it nl

In-game text: no

Comments:

New game in the series of Little Magicians * Very cute, nice drawings * Good mechanism for toddlers * Trains motor skills, concentration and memory

Compares to:

All searching games using magnetic effects

Other editions:

Currently none



MAYAN SUN AZTEC DESTINY

HARVEST AND END OF THE WORLD

As astronomers players read the stars and use the Mayan Haab calendar from about 500 BC to find the best time for sowing and then assist villages in rituals to ensure growth and good harvests; but those rituals can influence other villages and catastrophes can occur. At long last, players turn into prophets betting on the future and trying to

influence the end of the world.

You either play the basic SUN game or the advanced DESTINY game.

SUN is played in two rounds = years, you have three seeds for different crops and must plant each one in a different month of the 18 month Haab calendar; then you have actions to manipulate the calendar by rituals;

each seed must be harvested four months after planting. After harvesting you use the crop to feed your villages and use an eventual surplus to build new villages; then you score victory points and earn destiny markers which are scored when star patterns of their color match in the calendar.

In DESTINY you use the Aztec Part of the board and play again two round = years, but a round now comprises eight phases – 1) Destiny with placing markers for the date and the kind of the end of the world, 2) Planting Seeds, 3) Perform Rituals, 4) Harvest, 5) Feed and build villages, 6) Prophecy, 7) Score Villages and 8) Prepare for the New Year. At the end of Year Two you score Destiny Markers and Date Markers.

The idea for this game is obviously based on the Mayan end-of-the-world prophecy for 2012; the game itself is part of a handmade small run and is no longer available; it is presented here due to its quality and due to its availability as a Print & Play edition. ☑



INFORMATION

PLAYERS:
2-4

AGE:
12+

TIME:
60+

Designer: Nate Hayden

Artist: J. Lunders, W. Weibert

Price: not stated

Publisher: Blast City Games 2012

EVALUATION

Development game

Users: With friends

Version: en

Rules: en

In-game text: yes

Comments:

Inspired by the Mayan calendar and prophecies on the End of the World in 2012 * Sold out, but available as a Print & Play edition * Attractive mechanisms, interesting topic

Compares to:

Tzolk'in for topic, in general other development games

Other editions:

Print & Play



MERCURIUS

EAST INDIA COMPANY AND STOCK MARKET

As a wealthy powerful Dutch burgher in the 17th century you speculate on the Amsterdam Stock Market, by investing in the Dutch East India Company and in commodities imported by the company.

A player turn comprises 1) three financial actions, that is, buying or selling shares and/or commodities at current market prices

or – instead – playing Black Market or Dividend; 2) Playing a Price Change card from your hand 3) Adapt prices of shares and commodities accordingly 4) Draw a new price change card. Each player also holds three special cards – Black Market, Dividend and News; each of those cards can be used once in the game: Black Market allows you to place



up to three commodities or shares markers out for selling in the next round. With Dividend you choose a chamber (= Town) that has not yet paid dividends and cause it to pay. News can be played instead of the Price Change card, News is laid out face-down and moves with the Price Change cards, but does not influence prices.

You continue to play until all players are left with three Price Change cards in hand and then you add up the values of all your shares and commodities at current market prices and win if you are the richest player.

Mercurius is a hidden jewel of a game, offering lots of strategies as you know prices for two rounds in advance and you know that cards for each of the chambers – each chamber offering two commodities – regulate prices in anti-cyclic patterns; share prices are apt to rise during the game, commodity prices to fall. Buy? What? Wait?! But not too long, if you speculate in commodities! The God of Trade, Mercurius, is well-disposed towards Mercurius! ☑

INFORMATION

PLAYERS:
3-5

AGE:
10+

TIME:
60+

Designer: Łukasz Woźniak

Artist: Jarek Nocoń

Price: ca. 35 Euro

Publisher: rebel.pl 2012

www.rebelgames.eu

EVALUATION

Trade game
Users: With friends
Version: Multi
Rules: en pl
In-game text: no

Comments:

Very good rules * Impressive designs * Allows a variety of strategies

Compares to:

All trade games based on changing shares and commodities prices

Other editions:
Currently none



MERLIN ZINZIN

SPELLCASTING BY PUFFING OR SNIPPING

7+

Merlin the Little Magician has stolen a grimoire from his father and was caught by Witch Morphage. His four friends have freed him and all must get back to the village of Brocéliande without being caught by Morphage's monstrous cat.

The five character markers start on Morphage's house, the „Cat“ timer begins on the Novicius =

Beginner spot; after a few games you can let it start on Initiati = Advanced or Virtuoso = Master. The timer is turned and you start immediately. In your turn you must first check the timer, then cast a spell and implement the effect of the timer. When the timer has run out, you say “meow”, turn it over and advance it one step. If it meets a character



the character is caught and the game is lost. So all must cooperate to be faster than the cat!

After checking the timer you roll the die and move the spell chip on the spell board in the way indicated by the die result. When chip movement ends on the green border, there is an instant effect according to the top effect card. When the chips shoots off the board it is turned over; should all three chips be outside, the cat advances one step. When the chips hits one of the nine areas you succeeded and either move the respective person or move one character along a secret path across a pond or turn over the timer without moving it or turn a character chip to invisible or move Lancelot to Guinevere or vice versa.

Simply cute! Based on a French comic you do cooperative magic in the guise of a well-working mixture of action and consideration of how all could cooperate best to get to the village; the “Cat” timer is an especially witty idea! ☑

INFORMATION

PLAYERS:
2-6

AGE:
7+

TIME:
15+

Designer: Annick Lobet

Artist: Stan & Vince, T. Rochon

Price: ca. 25 Euro

Publisher: Blackrock/Fragames 12

www.blackrockeditions.fr

EVALUATION

Cooperative action game
Users: For children
Version: fr
Rules: fr pl ru
In-game text: yes

Comments:

Based on Merlin Zinzin by Marc Cantin * Felicitous mix of action and cooperation * Cat timer is a very cute mechanism

Compares to:

Cooperative games with action and speed elements

Other editions:

Hobby, Poland; Magellan, Russia



OH NO ... INVASION!!!

ALL AGAINST ALIENS

Somewhere in a dead-end corner of the universe a few lonely space stations are targeted by an alien invasion; so take up the cudgels and fight back! Expand your station and collect weapons for the final conflict with the Spawnmonster!

In your turn you start off with two actions, twice the same if you want – you can draw a card

from the resistance stack and take it up or you can use the Transport Hub and give cards from your hand to another player. Then you can lay out cards to add modules to your station and, finally, you can play weapons cards to remove aliens from the station.

But: As soon as you did such an action you must draw a card

from the monster deck. The aliens have shape and color as a symbol, a direction to fly to and a text balloon which holds his attack orders. An alien that you just drew can be zapped and discarded with a weapons card of the same color. Station expansions bring additional actions and black weapons can be used against any kind of alien. Shield aliens protect the Spawnmonster, when all eight are drawn we lose together. The active player can call for the Final Conflict, and each player faces a Kamikaze alien; if you can destroy it you can then destroy a shield alien; if not you must quit the game. When all shield aliens are destroyed you can attack the Spawnmonster, if you manage this all win together.

Funny, cute, colorful and not difficult; you just need to pay close attention and use every opportunity to cooperate and deflect, the aliens are rather happy to multiply! So don't wait too long to call for Final Conflict, because otherwise you face too many shield aliens. ☑



INFORMATION

PLAYERS:
3-5

AGE:
12+

TIME:
30+

Designer: Joost Das

Artist: Joost Das

Price: ca. 20 Euro

Publisher: FableSmith 2012

www.fablesmith.com

EVALUATION

Card placement game

Users: With friends

Version: multi

Rules: de en fr + nl

In-game text: no

Comments:

Cute illustrations * Funny, nice rules text * Somewhat confusing at the start * Close cooperation is necessary

Compares to:

Card placement games with card interaction and player cooperation

Other editions:

Currently none



POLIS

FIGHT FOR THE HEGEMONY



In the time of the City States in ancient Greece, shortly after the Persian Wars which united the two big blocks of city states for a short while, a conflict arises between the two leading cities of Athens and Sparta. You represent one of these states, try to win over other cities to your side using diplomacy and good administration, you trade for wheat

and try to win conflicts and also to win prestige.

In each round players alternate their turns until both of them pass. You choose on of twelve possible actions – four each of development actions, military actions and political actions. Military actions cost you prestige. When one player passes, the other pays one Resource for

each additional action. When, at the end of the round, both sides have more than eight units in the same region a battle ensues which is fought using combat cards, followed by end-of-round actions. At the end of a round projects are finished, you pay wheat for population, if necessary augmented by prestige, then you can invest wheat for population growth; each Megapolis earns you prestige and you must halve your stores of wine, oil and wheat and, finally, you can spend prestige in order to demand taxes from allied states. When you lose your capital or all prestige the other player wins automatically; otherwise you score population, prestige and prestige for posterity.

A dense, nicely made simulation for specialists with gaming experience; therefore two introductory scenarios are provided, the Corinthian War and Second Peloponnesian War that allow you to get familiar with combat system and strategies of the game. ☑



INFORMATION

PLAYERS:
2

AGE:
12+

TIME:
120+

Designer: Fran Diaz

Artist: Marek Rutkowski

Price: ca. 40 Euro

Publisher: Asylum Games 2012

www.asylumgameseditorial.com

EVALUATION

Historic simulation

Users: For experts

Version: multi

Rules: en es

In-game text: yes

Comments:

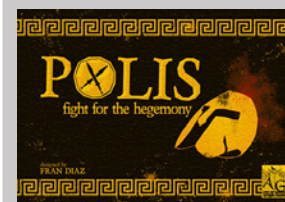
Two introductory scenarios * Some gaming experience necessary * One or two trial games might be advisable * Nice components, beautiful design

Compares to:

All historical simulations for two players

Other editions:

Currently none



PRO & CONTRA

THERE ARE TWO SIDES TO EVERYTHING



Arguing – phrasing – discussing – these are the mainstays of Pro & Contra, which you play as individual players or in teams of two. In a team game one player of a team represents Pro, the other player Contra. The team draws a card with a term and must now alternate in naming pro and contra arguments for this term without naming the

term or parts of it – which is rather simple for atomic energy or all-day school, but how about creases or one-way streets? After each argument stated the counter is advanced one step and the other teams try to guess the term; when the term is guessed correctly bot arguing team and correctly guessing team advance their markers the number of



steps indicated by the counter. When the term has not been guessed after six arguments the term is not scored. In a game of individual players one player alternates stating pro and contra arguments. The team or player whose marker reaches the finish first, wins.

This is a very well-implemented game idea; the number of arguments is perfectly chosen to avoid the game turning into a heated free-for-all and is recommended that you accept synonyms or similar terms as correct solutions for the term. The guessing teams of course must pay attention to the keeping to the argument rules and protest if necessary, protest instantly, because when the next argument has been given you cannot protest against the previous one. And discussion is also invited on rules infringements and protests! A lively evening is in the offing and some cogitation, too, who finds an argument against a petting zoo? Or against home-cooking? You need creativity and quick repartees! ☑

INFORMATION

PLAYERS:
3-16

AGE:
14+

TIME:
60+

Designer: Helmut Walch
Artist: not stated
Price: ca. 28 Euro
Publisher: Piatnik 2013
www.piatnik.com

EVALUATION

Communications game
Users: With friends
Version: de
Rules: de
In-game text: yes

Comments:
Witty adaptation of the Activity/Taboo mechanism
* Good for large groups *
Excellent chosen terms

Compares to:
Activity, Tabu and other guess phrase games

Other editions:
Currently none



QWIRKLE ERWEITERUNG 1

SELECT AND/OR CONNECT

6+

You form and expand rows of the same color or the same shape to achieve the highest score. You draw six tiles at the start. In your turn you can then add one or more tiles to a row and draw new tiles or swap 1-6 tiles for new ones. In rows of each color each shape can be present only one, and in rows of identical shapes each color may appear

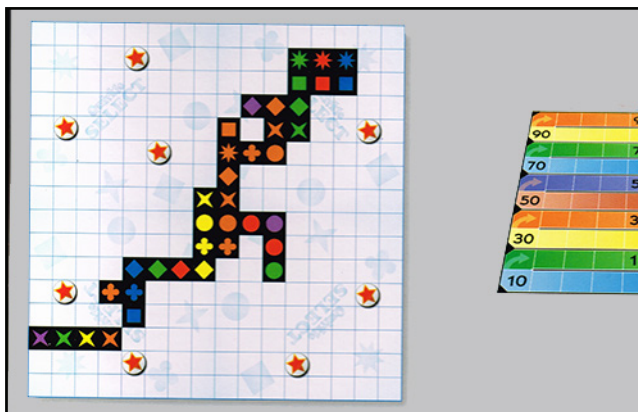
only once. Newly placed tiles must be in contact with already placed tiles, but not necessarily with each other. You score for each tile in each row that you extend or form. The expansions are played using the basic rules of Qwirkle with some additions: For **Qwirkle Select** you use the blue side of all board pieces, the board is equipped with

star discs; then you place tiles as usual; if you cover star spots you take the star disc and can use such a disc later in the game to remove a tile from the board, but not out of a Qwirkle and you can use only one disc per turn. Gaps that ensue using a disc are of no moment and can be filled again later.

Qwirkle Connect is played on the green side of the board, which is again assembled as you like. At the start you place randomly drawn tiles on the black spots of the board. When you place tiles on numbered spots you earn bonuses, but only once, even if the tile should extend two rows!

Those expansions can also be combined, you choose any side of each of the four boards. Bonus spots that you free by removing a tile can be filled again to earn the bonus.

In this version, too, Qwirkle stays the same – a fantastic, fast game for all the family, a new game with every game, challenging and abstract pure fun to play! ☑



INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
45+

Designer: Susan McKinley Ross
Artist: not stated
Price: ca. 18 Euro
Publisher: Schmidt Spiele 2013
www.schmidtspiele.de

EVALUATION

Placement
Users: For families
Version: multi
Rules: de fr it
In-game text: no

Comments:
Two expansions * The expansions can be combined
* Very few additional rules

Compares to:
Qwirkle and other placement games with covering bonus spots, e.g. Scrabble

Other editions:
Currently none



RULE THE ROOST

HENNEN JENNEN

8↑

Odynauts are aliens which produce hormones necessary for their survival when they win games – they have landed on our planet and are looking for new games ... This time they have invaded a farm, in which hens are the price for a high stakes games on majorities and a kind of rock-paper-scissors mechanism! Roosters try to lure

hens to the barn, the fox is looking for dinner and the farmer is chasing the fox!

You start with three rooster cards and draw two cards from the mixed stack of hen, egg, farmer and fox cards. Then all in turn place one card face-down next to one of the three barns and draw a card. You try to achieve a majority at a barn because at the



end of the game, when nobody can play another card, you score one point for each hen in a barn where you have the majority of roosters. When an opponent plays an egg card in your turn, you must discard the card you chose to play; two egg cards played by different opponents cancel each other and the active player can play his chosen card and has another turn. Fox cards are scored at the end and eat one hen each. Farmers are played face-up and allow you to check the cards beneath a barn of your choice and to relocate a card; then the farmer is discarded. The farmer with the key enables you to look at a barn that has been locked with the padlock card; the padlock card is immune against an egg card.

A funny, quick card game, along the lines of "well, no rooster for you, because I play an egg card, oh, this other guy played one too, so I will have to put a fox into your barn..." – a nice family game with a touch of holiday feeling. ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
15+

Designer: Steffan Ros

Artist: Uco Egmond

Price: ca. 10 Euro

Publisher: Odynaut Games 2012

www.odynautgames.com

EVALUATION

Card Game

Users: For families

Version: multi

Rules: de en nl

In-game text: no

Comments:

Witty drawings * Nice background story * Very simple rules * Small, easy-to-take-along box

Compares to:

All placement games with action cards

Other editions:

Currently none



TICKET TO RIDE

THE HEART OF AFRICA
MAP COLLECTION 3

8↑

Basic mechanism of all Ticket to Ride editions is to connect as many cities as possible with your Train Cars. In a turn you can draw train cards or claim a route between cities by placing one of your cars on each track section and discarding the necessary cards in the track color or draw a destination card. You score for routes between cities,

uninterrupted tracks according to your destination cards and the longest uninterrupted route. You win with the highest score.

The Heart of Africa is played on a map for part of Africa, from latitude 20 degrees South down to South Africa and from longitude 10 degrees East eastward including Madagascar. The map is designed for two to five play-



ers; with four or five you can use both tracks of a double-track, with two or three only one. You begin with four out of 48 Destination cards and keep two of them. New are 45 Terrain tiles – Desert & Savanna, Jungle & Forest and Mountain & Cliff, each type correlates to three track colors. You are dealt one Terrain card, two are always on display. When you draw a Train Car card you can choose to draw a Terrain card instead; for claiming routes you can use Terrain cards to double the value of a route of the same color; depending on the length of the route you need one or two cards. You can use Locomotives for Terrain cards, too. Destination cards to Madagascar can be completed by one of the two tracks; multiple tracks into other countries are dead ends and not interconnected.

The Heart of Africa again offers an interesting novelty, you have to plan the use of Terrain cards very carefully! A must-have for fans of the Ticket to Ride system. ☑

INFORMATION

PLAYERS:
2-5

AGE:
8+

TIME:
60+

Designer: Alan R. Moon

Artist: Julien Delval

Price: ca. 28 Euro

Publisher: Days of Wonder 2013

www.daysofwonder.com

EVALUATION

Railway track building game

Users: For families

Version: multi

Rules: de dk en es fi fr it nl no se

In-game text: no

Comments:

Interesting variant * Needs core game to play * New Terrain cards for optimum use of tracks

Compares to:

All other editions and expansions of Zug um Zug / Ticket to Ride

Other editions:

Currently none



TRANS-SIBERIAN

RAILROADS ACROSS THE TAIGA

Mondainai is entering rails and makes us trade and build railways. In each round you receive one resource which you can stash for future use or trade for other cubes when your cube is in demand in your location or wait yet another round. But as the grass usually is greener somewhere else, or at least trading conditions are better, you will

finally discard two cubes to lay track! Suddenly, colors of cubes are important, you need blue cubes to build from Moscow into today's Russia or yellow ones to build in Kazakhstan, etc. When two cities are connected you travel cheaply between them, you pay only one money unit for tile that you cross and for one cube you get 10 money units



from the bank. In the course of the game the east gets more and more interesting, but building towards the east is expensive, so you try to use alternate transport possibilities, but finally you will resort back to tracks, because everything else is much too expensive.

A player's turn comprises 1) draw one resource from the bag, 2) travel, with or without railway; 3) trade and growth of towns and 4) Building tracks. When the free resources have been used you score two victory points for each section of track you built, one victory point for each remaining resources cube and 0,1 victory point per money unit.

As in all games by Harald Enoksson the casually written, witty rules hide a good interesting game, which starts rather easily, but soon proffers its strategic and tactical possibility; funnily enough it reminds me both of Empire Builders as well as of the more simple versions of 18xx, all in all real railway flair for railroad gamers! ☑

INFORMATION

PLAYERS:
2-6

AGE:
10+

TIME:
120+

Designer: Harald Enoksson
Artist: Harald Enoksson
Price: ca. not stated
Publisher: Mondainai Games 12

EVALUATION

Railway
Users: With friends
Version: en
Rules: en
In-game text: no

Comments:
Handmade limited edition
* Availability not known *
Very concise rules * Rules allow quite a lot of strategy

Compares to:
Other railway games with resources management

Other editions:
Currently none

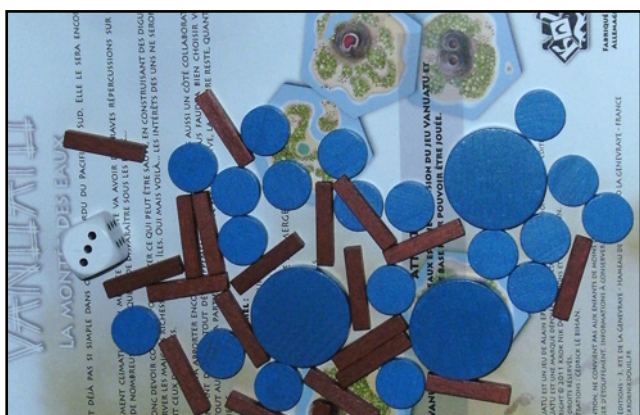


VANUATU

THE RISING WATERS

Sandy beaches, coconut trees, fish, wrecked ships and tourists – if you want to earn money you can catch fish, salvage antiquities from wrecks or look after tourists. In turn all players complete the phases of a round – Preparation, Selection of a person, Choice of actions from nine possible ones by placing five action markers and implementation of one ac-

tion per round and cashing in of rest tiles. Ten units of money are automatically changed into five prosperity points. After eight rounds and a final scoring you win with most prosperity points. In the expansion Vanuatu The Rising Water Vanuatu is threatened by Global Warming and the islands are in danger of being flooded. Players must cooperate



in order to protect the islands by setting up dikes.

In rounds 2, 4, 6 and 8 the water rises. The starting player of the round rolls the die and thus determines the number of actions for players before the water rises. If you choose the action Building, you can build a house and/or a dike, when your boat is next to the island. The costs are 3 vatus for a house and 1 vatu for a dike. A dike can be built without owning a house on the island. After implementation of all actions each side of an island that is not protected by a dike is marked with a water marker. When the fifth marker is placed the island is flooded and is taken out of the game.

When three islands have been flooded the game ends and all players have lost together; otherwise water markers on islands with houses lose their owners points.

Rising Waters provides an attractive expansion with well-implemented flair and the dilemma of cooperation vs. personal interests. ☑

INFORMATION

PLAYERS:
3-5

AGE:
12+

TIME:
90+

Designer: Alain Epron
Artist: Cédric le Bihan
Price: ca. 10 Euro
Publisher: Inspira
Krok Nik Douil 2012

EVALUATION

Resources management
Users: With friends
Version: multi
Rules: en fr
In-game text: no

Comments:
First expansion for Vanuatu
* Needs Vanuatu to play *
Adds cooperative element and also a dilemma of personal interest vs. end of game due to lack of cooperation

Compares to:
Vanuatu and other resources management games

Other editions:
Currently none



WIND RUNNER

RACE THE WIND AND YOUR OPPONENTS

7+

A race game with a simple goal for all players in the game - cross the finish line first and win! The question is only, will you make it to the finish line, because this race is reserved for very slim people and they could be blown away by the wind. The markers for all players are at the starting line, barrier pieces and dice are placed at their allocated spots for

the start of the game.

You play as many rounds as there are players, and each round comprises six turns and in each of those turns you move twice: First, the starting player for the round rolls both dice to determine direction and strength of the wind; then all players play one card face down choosing from their set



of seven cards. When all have played a card, the cards are revealed and, beginning with the starting player, implemented in clockwise direction. Depending on your card you advance straight or diagonally or move sideways or swap places with a placer or reverse wind direction or protect yourself from the wind or relocate a barricade. Then you move all markers in turn for the wind values, effects of barricades and markers in the same lane are taken into account. After six cards the round ends and you take back all cards in hand for the next round.

As regards to mechanisms Wind Runner is a standard race game; the blockade effects from barriers and other runners are not easy to anticipate and the differences in game culture are interesting to observe, for instance characters are not athletes, but salesman, student, delivery man, housewife and grandfather. Wind Runner all in all provides a good example for games from Korea! ✓

INFORMATION

PLAYERS:
3-5

AGE:
7+

TIME:
20+

Designer: Min-Ho Seok

Artist: Sung-Jin Joo

Price: not stated

Publisher: Deinko 2012

www.deinko.com

EVALUATION

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

Comments:

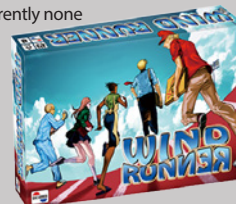
Unusual background story * Nicely combined standard mechanisms * Especially for collectors and players interested in Asian games

Compares to:

All race games with marker movement in combination of cards and dice

Other editions:

Currently none



WINTER TALES

ALICE VERSUS SNOW WHITE



Winter Tales is a story-telling game; as a player you are a member of one of two faction and either represent one of the characters fighting for the return of Spring or you are one of the Soldiers of Winter who wants to extinguish all remnants of Hope. Each game is different, as you always tell a new story with a jointly created story line. Players

should weave the stories of their characters into a joint sequence of events and accept and integrate ideas and suggestions. At the start you decide on a faction, in case on an odd number of players one player takes up the role of Writer who represents characters from both factions. Each chapter is divided into turns, in which players activate



characters and try to complete quests; for this you play cards and use the images as fonts for ideas; for a completed quest there must be more cards played for the faction of the active player than for the opposing one; other players can step in, initiate battles or spring traps in order to hinder the active player. Each completed quests becomes a Memory which influences the course of the game. When there are enough Memories the Epilogue is triggered and who wins the Epilogue wins the game.

This is a game that you must try out, to describe the rules or the game itself would result in another story; components and details are overwhelming, familiar characters like Pinocchio or Dorothy, come back from Oz, populate Wintertown and you need quite some gaming experience and a lot of creativity to tell a coherent, successful story. One cannot really tell about the game, the game will reveal its flair only properly when you play it! ✓

INFORMATION

PLAYERS:
3-7

AGE:
10+

TIME:
var

Designer: Matteo Santos, Jocularis

Artist: Hide, Jocularis, Fab

Price: ca. 40 Euro

Publisher: Albe Pavo 2012

www.wintertalesboardgame.com

EVALUATION

Story telling game
Users: For experts
Version: multi
Rules: en it
In-game text: no

Comments:

Wunderschöne Ausstattung * Schwer zu beschreiben, erschließt sich nur durch Spielen * Zeichnungen auf den Karten liefern Ideen für die Geschichten

Compares to:

Fabula, Rollenspiele, Once upon A Time, aber im Grunde genommen erstes Spiel dieser Art

Other editions:

Currently none



ZEN GARDEN

**WATER, TREES, GRASS
AND ROCK IN A GARDEN**

10+

All players place landscape tile to form a garden. In Zen Garden you randomly draw a secret pattern tile and must form this pattern twice in the garden with two different types of landscape. In your turn you place one tile, orthogonally adjacent to at least one tile in the garden or you replace a lantern tile (joker) with a landscape tile. If you are first to

reveal your pattern you score 5 points and bonuses and stop to play. All others score 4 points and lose one point for each round the take without revealing their pattern. When all have revealed or nobody has points anymore you win with most points. In Rock garden you place landscape tiles and control such tiles with your markers, there are no



randomly drawn patterns. You first place a landscape tile as in the Zen Garden game and then you can do two actions, choosing from 1) place a landscape tile or 2) play a pattern tile (back side of a landscape tile) and place a marker – the marked tile must be in a group of five or less, the landscape type of pattern and landscape tile must be the same and the number on the pattern tile must equal the number of tiles in the group – or 3) score a pattern tile from your hand, the pattern must contain at least one tile with your marker. Then you draw tiles in relation to the number of actions you took.

Zen Garden has an interesting scoring mechanism putting you the dilemma of „do I have enough points to reveal first or should I wait for more bonuses?“. Simple enough for beginners, albeit somewhat unbalanced due to the random assignation of patterns; Rock Garden is interesting enough for more experienced players. ☑

INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
30+

Designer: H. J. Vanaise, C. Charlton
Artist: Jared Blando + Team
Price: ca. 12 Euro
Publisher: Mayfair Games 2013
www.mayfairgames.com

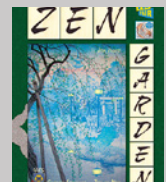
EVALUATION

Tile placement
Users: For families
Version: en
Rules: en
In-game text: nein

Comments:
Two entirely different games * In Zen Garden patterns are more easily recognized and therefore easier to block; Pattern assignation is randomly and therefore sometimes unbalanced

Compares to:
Carcassonne and other placement games with scoring of part of the display for patterns

Other editions:
Currently none



ZIPPERS

ZIPPED-UP SENTENCES

1

Everybody knows a zipper, but the system usually is not used to describe items from daily life. In Zippers we try to decipher such descriptions: Two items or terms are described in one sentence. But those descriptions are not given in consecutive order, but text blocks of both descriptions interlock like the cogs in a zipper. You begin the game with eight

chips; eight Zipper cards are randomly taken, stacked face-down and covered with the cover card. Answer card and separation cards, marked with !, ? and ??, are laid out. Zippers is played over eight rounds; in each round you use one of the eight cards in the stack. At the start of the round each player puts a chip into the pot in the middle, one player



is the Presenting Zipper of the round and draws the bottom card from the stack and reads out the text; if you can identify one or more items you put another chip into the pot and receive chips from the pot for a correct solution. You can only one give a guess for one item at a time and can only make one guess at each item. You control your solution on the back of the card with the help of the red foil; if you want to, you can use the separation cards to sort the cards you used into cards for which you found both, one or none of the solutions. Terms that are not on the card but fit the description are also valid as a correct solution.

An example: Due to this our *portion reserved for pedestrians* is hard and money produced by *the road* devalues. Solution: 1. Inflation, 2. *Sidewalk*. Impossible, hair-raising, difficult, a real challenge for fans of such mind boggling! You need to thing in zippers, eh, unzipping! ☑

INFORMATION

PLAYERS:
1-6

AGE:
14+

TIME:
30+

Designer: Klaus Altenburger
Artist: M. Fahrenbach, F. Carey
Price: ca. 9 Euro
Publisher: Heidelbergberger 2012
www.heidelberg.de

EVALUATION

Language game
Users: With friends
Version: de
Rules: de
In-game text: yes

Comments:
A game for specialists in word games * Simple basic rules * Fantastical mixed sentences

Compares to:
First game of its game

Other editions:
Currently none



LOST CITIES

Publisher: Kosmos

Designer: Reiner Knizia



10+



15 investment cards and 45 expedition cards in five colours and of values 2-10 are laid out in ascending order as expeditions, one of each colour. You play a card and draw a card. At the start of an expedition you can place investment cards to multiply their value, but cannot add them later in the game. Instead of placing a card you can discard a card. Missing values cannot be added later. The last card from the draw pile ends the game. A cost of 20 must be deducted from the value of an expedition, and for expeditions without cards the value is 0. The player with the highest score wins. New edition 2010.

Version: de * Rules: de en es fr hu it kr nl und viele mehr * In-game text: no

Card placement game for 2 player, ages 10 and up

MAU MAU EXTREME

Publisher: Ravensburger

6+



The classic card game now with action and reaction elements – you hold cards and try to shed them as fast as possible: Either number on number or color on color: special cards force others to pass or to draw a card; if you cannot discard a correct card you draw one and can discard it if it fits. Could you – out of turn – play a card identical to the card just played you press the buzzer and discard it; purple buzzer special cards can be played anytime; for a buzzer mistake you also draw a card. If you are first to shed all cards in three such rounds you win the game.

Version: de * Rules: de * In-game text: no

Card shedding game for 2-6 players, ages 6+

NEUROSHIMA HEX! THE DANCER

Publisher: Portal Publishing / iello

Autoren: Rustan Håkansson, Michal Oracz



The Moloch attack on Outpost's laboratories has set free three strange, genetically altered creatures, Code name Dancer, who now begin a desperate fight for survival. They have great Toughness and Healing ability and show strength in offensive and should be laid out in the middle of the board and you should always move combined in strong configurations. The Dancer has only HQ tiles and no Unit tiles, all tiles of the Army are action tiles and each Dancer Object has 10 Toughness Points.

Second Army Pack

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

Expansion for Neuroshima Hex! for 2-4 players, ages 10+

POKÉMON SCHWARZ & WEISS PLASMA-STURM

Publisher: Pokémon

Autoren: Tsunekazu Ishihara, Jim Lin und Team



10+



Plasma Sturm is the 8th series in the Zyklus of Schwarz & Weiß. It introduces a new kind of fighter troop – Team Plasma – as well as new Plasma Pokémon and Plasma Pokémon EX, and also new trainer cards. There are more than 130 new cards in this expansion and the packages include code cards for virtual cards.

2 Theme decks – Plasma-Klaue und Plasma-Schatten
4 booster in varying packages with 10 cards each

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

Collectible trading card game for 2 players, ages 10+

REVOLVER HUNT THE MAN DOWN

Publisher: White Goblin Games

Designer: Mark Chaplin



Expansion 1.2 introduces two modules and with them a convict in a brutal Texan prison, who holds the key to McReady's downfall; Jack Colty is the only cowpoke who can spring Santiago out of this prison.

One module comprises Ambush card and Prison card; Ambush is added to the core set of cards and offers more strategic options to the McReady player and Prison is a new battlefield with its own set of rules.

The other module holds new cards and enables both players to construct their own individual deck and to try new tactics.

Version: en * Rules: en nl * In-game text: yes

Expansion for Revolver for 2 players, ages 12+

STORY CUBES ENCHANTED

Publisher: The Creativity Hub

Designer: Rory O'Connor



6+



A small box holds nine dice, each die 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.

Enchanted / Verzaubert is one of three expansion packs with three dice, images come from the magic/witch/sorcery 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 STAR WARS EPISODE I

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 Star Wars Episode I

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

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

WARHAMMER INVASION ENDLOSER KRIEG

Publisher: Heidelberger Spielverlag

Designer: Eric W. Lang

**KAMPF UM DIE ALTE WELT**

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 Cycle Endloser Krieg/Eternal War is the 6th Battle Pack cycle. Kampf um die Alte Welt / Battle for the Old World is the 3rd pack in the cycle with cards 41-60. A Waaagh! is a mind-numbing sight – an unstoppable sea of green-skinned warriors chanting war-cries heralding devastation and ruin ...

Version: de * Rules: de en es fr * In-game text: yes

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

YOOHOO & FRIENDS MEMO

Publisher: Noris

4+



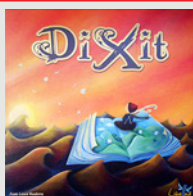
The well-known mechanisms for memo games are here applied with 54 cards = 27 pairs for YooHoo & Friends, cute little plush animals living in the virtual world of Yootopia and featured in a TV series focusing on the topics of environment protection, harmony, honesty and courage. You play according to standard rules: In your turn you reveal two tiles. If you have found a pair, you keep it and can turn up another pair of cards. If you have turned up different images, you turn both tiles over again and the turn passes to the next player. When all pairs have been found and taken you win with most pairs.

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

Memo game for 2-4 players, ages 3+

HUGO KASTNER RECOMMENDS

DIXIT

A FEAST FOR YOUR EYES

Dear reader! A bunny rabbit with a key ring, a magician on a globe, a sea of houses in the shape of an egg, an anchor in the desert – seemingly endlessly rich in images is the imagination, with which French designer Jean-Louis Roubira together with artist Marie Carduat enchant us in this Game of the Year 2010 and its second edition Dixit Odyssey as well as a few expansions. A plethora of images, a feast for the eyes of aficionados of creative, nearly surreal image cards. Some of those images could have been created by Masters like Salvador Dali, René Magritte or Giorgio de Chirico – that manifold are the interpretations of that images that come up in our minds during a game. The game expert Christward Conrad believes the dated “Lexicon Game” or Urs Hostettler’s “Der wahre Walter” to be predecessors of the principle that was so successfully implemented in Dixit. All the same, the many awards for the game may be deemed to be well-earned which is confirmed by Conrad in his elegant comment: “It is less the original idea or the special mechanism of the game but exclusively the range of images that turns Dixit (Latin for “He said”) into a special game to whose enchanting charm all those will succumb who see a gorgeous piece of art in each image.” Should you not yet be familiar with Dixit, simply go and visit Österreichisches Spiele Museum at Leopoldsdorf im Marchfeld for a visual feast.

Website: www.spielen.at

A greater wealth of images than dixit cards will rarely be lit up by the light of our lamp on a games table. And indeed, artist Marie Carduat has opened up borderline worlds with her imagination, which elicits an astonished comment from everybody who is experiencing his first contact with dixit. And that despite the fact that the mechanism of this guessing/assessment game is basically very simple. From six big image cards in his hand one of the players, the current narrator, secretly chooses

one and offers a comment which can be words, terms, gestures, sounds or even a story. Then all other players are tasked to find one card among their hand of six cards which they think fits the comment just made by the narrator best. Then all those secretly chosen cards are shuffled face-down and then turned up. All players but the narrator try now to mark the card selected by the narrator, using colored number tiles. When they manage to do so points are scored, when another card but the card of the narrator is marked its owner also scores because of the “misleading” comment of the narrator. This is repeated in turns until one of the rabbits on the scoring track (each player has one in his color) reaches or passes a certain value. Those rabbits contributed a lot to Dixit being taken for a children’s game which it is definitely not, because the core of the game, the creative comments and the associative assignments demand certain intuition or flair, sometimes even insight into human beings. In the right group of players, with the focus not on concentrated thinking but on relaxed guessing Dixit can enchant players. Who would not like to know what he said – Dixit!

Comments to: Hugo.Kastner@spielen.at

Homepage: www.hugo-kastner.at ✓

**RECOMMENDATION #93**

PLAYERS:

3-6

Designer: Jean-Louis Roubira

Grafik: Marie Carduat

Price: ca. 30 Euro

Year: 2008

Publisher: Libellud

www.asmodee.de

AGE:

8+

TIME:

30+**Competence** **Info** **Chance**

The kind of competence on demand in Dixit is a high ability to associate and also to communicate. Much depends on chance or luck in this fantastically beautiful image assessment game. But this does not matter, because once again the valid motto is “The journey is the reward”. At the end all open questions on assessments will be answered and usually players at that point look forward to the next round.

Hugos EXPERT TIP

You can set aside the original rules and simply enjoy Dixit as a pure association game. For instance by asking: “What does XY associate with the term ‘love?’” Lay out four cards and let all players give a secret guess. The XY in question secretly writes down his own choice. If you guess correctly you score one point. This is only one of many ideas which you can implement with this excellent material for communication. Please let your creative juices flow untrammelled.

Hugos FLASHLIGHT

I have seldom encountered a more beautiful game! But, as happens often, the enchantment of images can dwindle if you adhere to strictly to the scheme for connotation possibilities. So, please, pay attention to the recommendation to leave room for free interpretation of the rules and to experiment as your fancy takes you with the beautiful components. Dixit Odyssey, the second edition, already does show beginnings of creative rules.

PREVIEW:

LA CITTÀ
AMONG ITALIAN PRINCES

IMPRESSUM

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

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

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5

Vangelis Bagiartakis

among the STARS



**ARTIPIA
GAMES**