BRÜGGE

HANS IM GLÜCK

INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 55 GAMES

DECK BUILDING TO SAVE VIGIL

ASCENSION

CHRONIKEN DES GOTTBEZWINGERS

Since Donald X. Vaccarino has begun the era of family-friendly deck building games with "Dominion", many players have tried their hand at the new game mechanic to grab a piece of the cake. And so the team of Stoneblade Entertainment, comprising the "Magic: The Gathering" Pro Tour Champions Justin Gary, Rob Dougherty and Brian Kibler, seems to have come up with the idea to join the bandwagon and have created

their own variation of the genre with „Ascension – Chroniken des Gottbezwingers" - Chronicles of the Godslayer.

Contrary to the "Game of the Year 2009" ascension takes two to four players, ages 13+, into a fantasy world called Vigil, which has been isolated and protected from other worlds since millennia by a barrier between dimensions.

But now Samuel, the Fallen God, has re-

turned with an army of Monsters and only we players can face the threat and defend Vigil against evil.

For this we summon mighty warriors and constructs of four different mythical fractions with different powers and advantages, who not only support players in their fight against the fallen god, but also help to get nearer to their personal goal which is to accumulate the highest honor and to claim the title of Godslayer for themselves.

For that purpose, each player receives an identical starting deck of ten cards at the start of the game, and draws five cards from it. In his turn he can then play cards from his hand to use their abilities and thus collects valuable runes to acquire new cards

HELDEN

Name

Kosten
Anzahl Runen, die zum Kauf dieser Karte bezahlt werden müssen.

Fraktionen
Es gibt vier verschiedene Fraktionen in Ascension – *Leere, Mechana, Lebensbund* und *Erleuchtet* - die jeweils aus einer anderen Welt stammen und dir im Kampf zur Seite stehen.

Tempelkrieger Arhas 4

Erleuchtet – Held

Besiege ein Monster mit 🔴4 oder weniger.

Schärft eure Sinne und das Schwert wird euch folgen.

3

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Effekt
Diesen Effekt führt der Held beim Ausspielen aus.

Ehre
Dieses Feld zeigt an, wieviel Ehre die Karte wert ist. Bei Spielende gewinnt der Spieler, der die meiste Ehre erlangt hat. Dazu werden die Ehre auf den Karten und die gesammelten Ehre-Steine zusammengezählt

Stimmungstext
Jede Fraktion hat ihre eigene Art des Stimmungstextes. Diese haben keinen Einfluss auf das Spiel.

Set-Symbol
Die Farbe des Symbols gibt an, wie häufig die Karte im Spiel enthalten ist.

🟡 EINE KARTE   ⚪ DREI KARTEN
🔵 ZWEI KARTEN   🔴 VIER KARTEN

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

from the display, much-needed strength to defeat Samuel's monsters, and honor in the guise of victory point stones. The cards played for those purposes and newly acquired cards are placed on a player's personal discard pile.

If a player cannot or doesn't want to play additional cards or use abilities, his remaining cards in hand are discarded and he draws five new cards from his deck. With this drawing his turn ends and passes to the next player. When a player cannot draw five cards his discard pile is shuffled and forms the new draw pile.

In this manner the game continues until the prepared stock of victory point stones is used up. Then each player adds the victory points from constructs and hero cards he

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Dennis Rappel

Ascension: Chroniken des Gottesbezwingers offers fans of deck building games an amusing and entertaining fantasy adventure with lots of tactical considerations, despite simple rules. The marked chance element allows for a quick and fluent play, which unfortunately lacks possibilities for interaction among players.

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acquired in the course of the game to the amount of victory point stones and wins with most points, and is given the glorious title of Godslayer.

Featuring more than 100 cards, of which only a part is displayed randomly for each game, Ascension provides enough variation. Despite the fact that some cards are available more often than others, you never know when or if certain cards come into play. This provides a high replay value and demonstrates the strong tactical character of the game, which distinguishes it from its predecessors, "Dominion" and "Thunderstone".

While in those two games all possibilities are revealed with the start of the game and players choose their winning strategies, the card display in Ascension features six randomly chosen cards. When a player acquires one or several of those cards, the free places are instantly filled with new cards which allows somewhat restricted planning and control in accumulating a deck, but results in very different games.

The chance element at the core of the game is felt clearly, but results in little interaction between players and in continuing new decisions which, combined with new cards from expansions, provide the long-term replay value.

More reasons for good replay value are, on

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the one hand, the very simple rules, which can be explained in about five minutes and therefore can be taught easily to new players of all age groups, and, on the other hand, the very short time necessary to prepare the game.

I know very few other "games in a big box" with a fantasy topic that can be set up as quickly and non-complicatedly and still prove an interesting gameplay for different kinds of players. Due to this quick access and an average playing time of 30-60 minutes, depending on the number of players, the game is equally suitable for a "filler" in between games for expert player and for a very good choice for a spontaneous evening among casual players and families, provided they are not opposed to fantasy topics.

So, should you be able to accept the card design and graphics and the background story behind those cards, or should they be, as is the case with me, be exactly what you like, Ascension will offer you a felicitous variation, not least due to a design that provides flair to the background story, geared to friends of deck building games and card games in general. ☑

Dennis Rappel

INFORMATION

Designer: Justin Gary + Team
Artist: Eric Sabee
Price: ca. 35 Euro
Publisher: Stone Blade Ent. 2010
www.stoneblade.com

PLAYERS:	**2-4**
AGE:	**13+**
TIME:	**30+**

EVALUATION

Deck building, Hand Management
Users: With friends
Version: de
Rules: cn de en fr it jp
In-game text: yes

Comments:
Fast access * Attractive topic and design * High chance element * Little planning possible * Very little interaction

Compares to:
Tactical deck building games: DC Comics Deck building Game, Legendary, Thunderstone

Other editions:
Marabunta, Italien, Asmodee Deutschland

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40 Lines for Meeples
Dagmar de Cassan, Editor-in-Chief

Maybe we are at the threshold of a new era, like the one when Gutenberg destroyed the monopoly of monasteries on knowledge and culture. Thanks to Gutenberg everybody, also someone who was not religious, print his theses and spread them, which was nearly impossible before.

This is also the situation between game designers and game publishers. Due to the appearance of Kickstarter every designer can produce his heart's desire, his favorite game, the new best game in all the world, without hearing admonishing buts from a an editor "Listen, this game will not sell!" And this really seems to happen, a real flood of new games, an incredible amount of games is published and jostles for the market's notice. How will traditional game companies react? We will see at Essen!

Where you can play with us you can see in our event calendar on http://www.spieleclub.at! Games can be checked in our games database: 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**

In Essen we will have our booth and there are 2 new games available for a donation of 5 € each: **SISSI - Die Bohnenkaiserin** by Uwe Rosenberg and **HÄNDLER DER KARIBIK** by Alex Pfister, winner of the Austrian Game Designers Competition. Our Games Handbook / Games Companion SPIEL FÜR SPIEL 2014 is new and available at Essen:

Info: http://www.gamescompanion.at ☑

My rating:

ONCE AGAIN, WITH EMOTION!

RIVER DRAGONS

A FAMILY CLASSIC, FONDLY RE-ISSUED

8↑

They are really cute, those paunchy little wooden figurines which we use as our playing pieces in River Dragons. At the start of the game we place them on the banks of the Mekong River and intend to reach the other side of the river with them. A very wobbly enterprise, especially when you notice that we have only a few stones that we can chuck into the water and a few planks to drape on those stones in order to achieve our goal.

And as if that would not be enough of a problem, at any time one of the evil River Dragons can appear, which give their name to the game and hinder me to move from my position. The biggest danger, however, comes from those dear fellow players who have exactly the same goal to achieve and like nothing more than to see my man end up in the water and trot, humiliated and dripping wet, back to the bank to start the enterprise, once again….

That works like RoboRally

Well, that comparison might originate from the face-down deploying of five action cards, which determine what players have to do; but the feeling of the game is completely different, because - despite of the pre-determined actions in the given order - you still have the impression that you have choice of their implementation. While in RoboRally the program, when it has been chosen, takes its course irretrievably and you have no influence on the real movement of your robot, you decide yourself in River Dragons where you place a stone or in which direction you want to move. But: This is a treacherous impression, because very often the possible options are not as manifold as you thought, but this provides most of the fun.

But let's start at the beginning, then when you place the lovingly illustrated board on the table, each player has placed his hand-

painted man in his village and has been given his six planks, made from real wood, and his own set of action cards.

A double page, generously splattered with pictures, is sufficient to present all the rules including several examples clearly and easily understandable, so that access to the game comes easy and can be reproduced succinctly.

Your aim is to reach the village exactly opposite to your own. The path to this goal is really a bit remindful of RoboRally. With the full complement of players (how nice: You can play River Dragons with up to six players) each player holds up to 13 action cards, which allow him to place one or two stones on the board, which cannot be relocated for the rest of the game. Other cards allow us to place one or two planks on the previously positioned stones or - that is really pretty naughty - remove any empty plank or stone of your choice.

The trick for all this: The active player must assess as exactly as possible which plank he wants to place where, only by looking at stones and planks, eye measurement only, so to say. When the plank is too short and there is no other possibility to place it, your plank is lost and goes out of play.

Aside from those "construction" actions you

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

www.gamesjournal.at

must of course advance your man, and that also happens with the help of the cards which allow you to advance one or two paces on the wobbly planks or even jump over another man. For each round you lay out five cards face down at the start of the round, in a row, which then are, starting with the starting player, are revealed and resolved in turn.

Especially with the full number of players it is unavoidable that you get in each other's way. You intend to balance across a plank, but … that has just been removed by some grinning individual. The consequence: Your man ends up in the water and can try his luck again, starting from his home village. You plan to jump over an opposing man with an elegant movement, but … the man

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Stefan Olschewski

You don't notice that the mechanism is more than ten years old - this is a fantastic tactical game with a good allotment of chance, which makes for a thrilling final in each game. In this new version not only a treat is regards to playing, but also a visual and haptic treat.

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is no longer there. The consequence: Your man ends up in the water and can try his luck again, starting from his home village.

Dragon Alarm!

The river dragons who gave their name to the game have, regrettably, not made it to the board in three-dimensional manifestation, but appear in the guise of card board shapes. If you place a dragon of an opposing color, you block the action that was planned for that location/position. So it can happen, that you courageously take a big step - and end up in the water, because the placement of the necessary plank has been deleted. The consequence: Your man ends up in the water and can try his luck again, starting … well, you know it by now ….

Occasionally players will be happy to gang up against the leading player, but, as River Dragons comes with a not to be underestimated portion of chance, someone eventually makes it to the targeted village, after a period that is not too long. The mechanics of the game carry it easily to the end and at least one return match is always in the offing. This, too, is a point in favor of the new edition, as is the fresh and loving design. Once again, with sentiments!

As regards to design and components, Matagot have surpassed themselves, once again. The player pieces, made from real wood and featuring painted faces, are a dream and way beyond the meeples from the old Eurogames versions, which once has been published under the name of Drachendelta. The design of the board, too, supports the gameplay. The pictured vil-

lages and their surroundings correspond to the player colors, so that you know at any given moment where you came from and where you should go - one of the big shortcomings of the original edition. Even the planks are not simple cardboard trips, but colored strips of real wood - visually and haptic. River Dragons is an event in itself. The double-sided board, furthermore, provides a second scenario, which is entirely without pre-printed and thus pre-placed stones, which, in the basic version, determine where you place the wooden stones for the planks. In this version it is solely a matter of visual judgment and sense of proportion, because the complete river can be filled any way with stones and planks. A nice idea which offers a challenge even after a lot of plays.

Conclusion

Absolutely deservedly, the original made it onto the selection list for Game of The Year 2001. The new edition did not lose any of its allure for playing. River Dragons today is a pleasure as regards to the mechanisms and the new box comes across livelier than the one of twelve years back. Nice, that Matagot and Pegasus as the German distributor enable us to play this classic game again. ☑

Stefan Olschewski

INFORMATION

Designer: Roberto Fraga
Artist: Pierô
Price: ca. 30 Euro
Publisher: Matagot 2013
www.pegasus.de

PLAYERS:	2-6
AGE:	8+
TIME:	15+

EVALUATION

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

Comments:
Nice design * High-value components *
The more players the better the game *
Felicitous new edition

Compares to:
Drachendelta

Other editions:
Currently none

My rating: ★★★★★

CYBERPUNK AND VISIONS OF A DARK FUTURE

ANDROID NETRUNNER

A „LIVING CARD GAME" (LCG)

I was able to try this game with some friends at Essen 2012, most of them were keen to get to know it better, but you wish! My copy, bought on the first day of the fair at a French booth, was the only one in our group of players. So I was able to teach one or the other, but when asked "where can I buy this" I had to pass on the answer. As the game was allegedly so much in demand in the America, it was spring of 2013 until the first copies were available in Vienna; unfortunately at this point in time the interest was dead, also due to the fact that collectible card games are only of marginal interest to members of Spiele Kreis Wien. Most fans of the genre did have a fling at collectible card games in the late 90ties and at some point since the turned their back on that - expensive - genre. The more recent wave of "living card games" has taken care of the hunt for "rare" cards and therefore does not deplete the games budged as intensively, but there was nothing really interesting coming recently.

It remained for the nearly forgotten "trading card game" (TCG) Netrunner to blow away the cobwebs from the monotony of fantasy-space-horror-monster or cards for kids.

Retrospect: At the beginning of the 90ties the term of Cyberpunk appeared in books and role playing games; this term is used to describe a future in which humans can communicate directly with computers due to implants and similar devices. Thanks to advanced "Neurobiology" human thoughts are stored and also used for controlling highly developed machines featuring artificial intelligence, for instance androids. All-powerful corporations do not only control most of the resources, but dominate all segments of life of humankind. Heroes of cyberpunk universes are ingenious hackers = Netrunners, who fight those corporations by intruding into their computer networks, stealing or disabling their programs in order to undermine the corporation's power and to unmask them.

Of course, the corporations try with all legal and illegal means to trace the Runners, to destroy their equipment and even to kill them; all of this makes a Netrun very dangerous and renders it attractive only for the best and most courageous. „Cyberpunk" has found its way also into board games, PC games and evidently also into trading card games as well as role playing games, for in-

stance "Shadowrun".

Today's Netrunner - published in 2012 by Fantasy Flight as a Living Card Game is a revised and adapted new edition of the trading card game by the same name, designed by Richard Garfield and published in 1996. This game then had only few fans and has been stopped after only one expansion. Richard Garfield, still active as a game designer - for instance of "King of Tokyo", 2011 - is also the designer of "Magic the Gathering" and is deemed to be the "father" of TCGs. Besides the still going strong, heavily played and 20 year old "Magic the Gathering" he designed several other TCGs, among them "Battle Tech", "Star Wars" and especially two of the most ingenious collectible card game ever, "Vampire" (originally "Jihad", which is the best multiple player TGS ever (produced far into the first decade of the new century, and still intensely played world-wide) and the very "Netrunner". Netrunner was far ahead of its time and got overlooked in the then flood of new collectible card games, probably also due to the fact that in the middle of the 90ties only a few people hat an idea what to associate with the scenario "Cyberpunk", virtual worlds and other such terms.

Contrary to a TCG there are no "rare", "ultra-rare" or common cards in a Living Card game (LCG), each pack contains the same cards. The basic game, called "core game" of "Netrunner" with 248 cards is enough to provide endless fun in very many variants. The expansion boxes all contain 60 cards, that is, three copies each of 20 different cards and have more allure for deck building fans - experienced players can strengthen and personalize their deck.

"Netrunner" is and asymmetric game for two players. One player is the "Runner", the other the "Corporation", both card sets are of different colors; you can choose between three different runners and four different corporations. Asymmetric not only because of different cards, but also due to the fact that attacker and defender are determined from the start and do not change. The Corporation player must develop projects and programs, so-called agendas, which yield victory points; the runner will steal exactly those cards; if you accumulate seven points you are the winner. Furthermore, the Corporation wins instantly if the Runner player is out of cards in hand at any point in the

game. Therefore, Runners, pay attention! Keep it in mind! Cards in your hand are life points!!! On the other hand, the Runner or hacker wins instantly when the draw pile of the Corporation is empty. Admittedly, the sudden defeat of the Runner is the more frequently occurring variant.

Now to the description of the game: "Netrunner" comes in a relatively big box in which - after you have removed the inlay - there is enough room for the expansion boxed that I mentioned. The cards are accompanied by two reference cards, which list the possible actions for both factions very nicely structured, and also two action marking cards on which you mark the

Christoph Proksch

A top game for players that are interested in direct, asymmetric confrontations for two players, more deck building than trading card game and good for many hours of challenging entertainment.

number of implemented actions with card board markers. The rest of the components is made up by diverse card board counters: 1) Money 2) Bad Publicity" / "Tags" (marking damage for the opponent which happens when certain cards are played; 3) Generic tokens with a blue and red side, these tokens are placed on certain cards in order to strengthen or weaken them (for instance "virus" and 4) Brain Damage in the shape of a stylized brain; they reduce the number of cards in hand for the runner (Life points!)

The rules of the game are clearly structured, extensive with lots of examples and really precisely worded (far away from the nightmare of Sid Meyers Civilization, where structure and explanation are good, but so overburdened with accompanying flavor text that quick reference checks are nearly impossible, as you must read through lots of verbiage to get at the core of the matter). In addition to the rules themselves there is a glossary, an alphabetic index and a "time schedule for a Run"-scheme that demonstrates step by step what happens and then interactions are triggered. Praise is also earned with the chapter on deck building with thoughts and examples - for newcomers to the genre of LCGs not only motivation, but also assistance.

On top of all the scenario and the background of the different factions (Corporations and Runners is described, clearly recognizable as set-apart flavor text. Exemplary! Netrunner is definitely not a game that is easily mastered, also due to the texts on the cards - typical for games of that genre - and to the special inside jargon which one picks up rather easily, though.

Flow of the game:

The two opponents decide who will play who, each player displays his chosen identity card. A starting capital of five credits is given and both players draw five cards from their deck; if you are not happy with your hand you can discard it once and draw five new ones (Mulligan).

The Corporation always begins the game; you draw an additional card and can then implement three out of eight possible actions, in any order and also the same action multiple times. Possible actions are:

1) Draw one card; 2) take one money; 3) play one card (= install) - face down!, when played open-faced, you must pay the costs immediately. To uncover an installed card (= rezz) takes no action and can be done any time in your turn, provided that you can pay the cost. Only revealed cards are active, which means its ability is available. 4) Play one "Operation" card (is called "Event" in case of the runner); such a card has an instant effect and end up on the discard pile instantly (this is called "trashing" the card), 5) Advance one card, that means improve it or develop it further by placing an advance-tile on it. Two kinds of cards can be advanced: "Agenda" and "Asset". When an agenda card has acquired a pre-set number of advance tokens, the Corporation player can reveal the card (does not take an action) and score the victory points printed on the card (the card is placed into his "score" area.) "Asset" cards are traps for the Runner, as they are placed face-down and show Advance tokens, too so that they are similar to agenda cards, but the improvements increase damage for the runner. Other asset cards yield money for the corporation, but must be revealed to do so; they do not entice the opponent into a trap and a runner can destroy them with a run. 6) Trash resource cards of the runner; 7) remove all virus counters (these counters weaken the defense of the Corporation), but this uses up three actions! 8) Triggering the ability of an installed card.

When all three actions have been used up, you need to discard surplus cards in hand - there is a limit of five cards. Before I mention the actions of the opponent I must describe the playing era of the Corporation - take care, lots of insider jargon:

Next to the identity card, the score area and the "click tracker (marking used-up actions= there are many "servers": three central and any number of "remote servers = RS". The draw pile is called "Research & Development", the hand cards are called "Head Quarter" and the discard pile is the "Archive" - all three together are the three central servers. RS are installed over the course of the game, they are created by depositing a face

down Asset or Agenda card and should be carefully placed so that they are easily distinguishable. For each server you can only install one of the two card types (either/or); money sources - assets are sensibly "rezzed" (revealed and paid for) before you start your own turn, so that they are active and can yield money. Each server (central or remote) can be protected by "ICE" cards that are placed crosswise in front of them, nearer to the opponent; you can use several ICEs. ICE means "Intruder Countermeasure Equipment", barriers against intruders. Behind the servers (nearer to the player) you can install upgrades, those upgrades intensify an ICE or trigger nasty events for the attacker.

A reminder: Face-down, unrevealed cards are not yet paid for, the Corporation player must be able to pay for them first, before they go active; bad luck for him if he has not enough money - Runners! Attack from the start!

Now to the hacker / Runner:
He has also an identity card and an action counter on the table, but he can do four actions in a round, but he cannot draw a card automatically at the start of his turn, contrary to his opponent. He has seven possible actions at his disposal: 1) Draw one card; 2) Take one money; 3) Install one card, always face-up, costs are paid instantly; 4) Play one event; 5) remove a Tag (cardboard tile - received from the opponent - they render the Runner vulnerable to attacks by the opponent; 6) Do a "Run" - this is the central element of Netrunner, and finally, 7) trigger the the ability of a laid-out card.
Ad 3) The runner has three different cards for installation: "Hardware", "Programs" und "Resources", which assist him in executing an attack and yield the necessary money.
Ad 6) In theory you could do four runs with four actions; in practice this is only possible at the start of the game, while the servers of the Corporation are not yet protected by ICE. The attacker names a server and announces that he will make a run. When ICE is in place at that server the defender must decide if he wants to activate (rezz) it and can activate (he has to pay for it); if yes, only now the Runner can identify the kind of barrier that is installed and if he himself has the respective programs (ICE Breakers) laid out. There are four different ICE, each has a certain strength which the attacker must overcome with the appropriate program. When the ICE is stronger, the Breaker can only interact with it, when the difference is evened with money. At that point so-called subroutines (additional barriers) are triggered which the Runner can overcome, but not always needs to overcome (e.g. "End of Run" is a routine he must eliminate; on the

other hand he can suffer a Trace action if this doesn't weaken him too much). When the intruder has eliminated or overcome the barriers (usually with money) he has penetrated this ICE and can - when present - attack the next one or abort the Run (Jack Out). When he has passed all ICEs, he can now access the content of the server: In case of an RS an Agenda (=victory points) or an Asset (bad luck, causes damage). In case of central servers access is different: At "Headquarter" the intruder draws a random card - if it is an Agenda he gets it, each other he can check and, if desirable, discard it to the Archive, at the cost of money. At the "R&D" (draw pile) he takes the top card (in some cases more than one) - with a bit of luck it is a victory point card; if not, he can "trash" the booty - at the cost of money - or put it back on the server. The third central server is the Archive (discard pile), at this server he looks at all cards and is allowed to take all Agendas, the rest is replaced. Normally, the Corporation player tries to avoid placing victory point cards at the archive, but there are actions that force him to discard a card without looking at it ….

As already mentioned - when one of the opponents has accumulated seven victory points, he is the winner.
At long last, a bit of pertinent jargon: Hand cards for the Runner are called "Grip", the Runner's discard pile is named "Heap" and his draw pile "Stack". I own the English edition of the game and have only taken a quick look at the German version, the translation as regards to the special vocabulary is a bit rugged, but all in all the German rules are as exemplary as the original ones.

The time to play can vary considerably - from 20-30 minutes to 1-2 hours - I myself am a rather slow player compared to the young card professionals - when I watch them chop-chop-chop-done I get envious. Summing up, "Netrunner" is a refreshingly different LCG - lots of fun to play for two players - also because of the contrary strategies that are demanded from the respective player on both sides. Due to the all in all seven different factions the variation is once again enhanced considerably, not to mention the always and again new tactics allowed and introduced by the expansion packs; and deck building is extra additional fun, admittedly not for everybody; The starting box comprises - as already mentioned - 248 cards and represents a complete game, which provides lots of varied entertainment, even without any expansions. As the old Netrunner featured more than 500 cards there is enough surplus material for Fantasy Flight Games to get into boxes. If I could make a wish it would be for an edition

featuring the cards which were not present in the game in three copies (for instance Aesops Pawnshop) or to provide those cards in coming expansions, for instance instead of the threefold superfluous identity cards. The graphics of the game is technoid-colorful, absolutely well done, despite my liking the graphics of the old game a tick better, it was a bit more matter-of-fact.

"Netrunner" is a top game for two players, also having both of the weaknesses that are inherent to the genre of the game: Sometimes the best deck will not work because important cards have ended up too far down (of course, there are search cards, but they can come too late, too!) and then there are the texts and symbols on the cards which make accessing the game difficult at the beginning. Per se, this cyberpunk game is not too difficult or complex, only the first steps are laborious for beginners. In my opinion, "Android Netrunner" is a game for a bit more experienced players with curiosity for the unusual and a good opportunity for them to forget their renunciation of "Magic" and others; they will be rewarded with an interesting game rich in variants and providing lots of fun in playing. ☑

Christoph Proksch

INFORMATION

Designer: Richard Garfield
Artist: Michael Silsby und Team
Price: ca. 30 Euro
Publisher: Heidelberger 2013
www.hds-fantasy.de

PLAYERS:
2

AGE:
14+

TIME:
var

EVALUATION

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

Comments:
Bleak Future vision * Fantastic, challenging mechanisms * Core set already provides a plethora of interesting possibilities

Compares to:
All Living Card Games from Der Herr der Ringe to Warhammer Invasion and Star Wars

Other editions:
Fantasy Flight Games, Galakta, Game Harbor and Age Entertainment

My rating:

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

COAL TO DOSH

RUHRSCHIFFFAHRT

TRADING BLACK GOLD ACROSS GERMANY

Economics simulations have - as opposed to pure economics games - an additional allure. As they try to transfer economic interrelations - in this case from a historical period - into a game and game mechanics, it is always interesting to experience how well this transposition to game techniques has worked. While economics simulations can be found quite frequently in English-speaking areas - famous examples are Brass (Kohle) or Tinner's Trail by Martin Wallace - they are very less frequent found in German regions. Small wonder, that in this case a region around Essen has been selected to be at the center of game play.

Ruhrschifffahrt picks up the topic of coal transports on the river Ruhr in the period from 1769 to 1890. During this period at first the transport by ship was the dominant method, in due course railways turned into growing competitors and, by the end of the 19th century, had completely replaced ship transport completely. The game tries to simulate the contemporary processes with game mechanism and manages to this in a rather well-done way! The backdrop is: The game was produced in a print-run of 500 copies, was published at Spiel 12 at Essen, has sold out as per today and will probably not be reprinted. All the same, a tip: Should you manage to get hold of a copy it is rewarding and interesting, to read the manifold inserts into the game rules to the historic background of the game, because that gives you a much better impression of the contemporary circumstances.

In 2011 Ruhrschifffahrt did win the Award for Best Feature-Length game in the Hippodice Spiele Preis. Main tasks of players in Ruhrschifffahrt are trading with coal and transport of coal. Coal must be collected from coal storage spaces and transported downriver to a town or a small industry site and sold at that locations. Each player has his own river barge which he guides along the Ruhr.

In consequence, the River Ruhr is the central element of the board, starting from Grafschaft = County Mark and ending in the town of Ruhrort, where the Ruhr joins the Rhine. The river crosses six different regions of sovereignty, which are also of importance in the game. Situated on the banks of Ruhr there are 15 coal storage places, 12 small industry sites for three different sectors of small industry (Forges, Hammer Mills and Gun Factories) as well as seven towns. Ac-

cording to historical real conditions, 14 obstacles along the river make coal transport much more difficult; in reality they have been stone walls or weirs for mills, which in the course of the game need to be replaced step by step by building locks.

Coal that must be transported is simulated by six-sided dice. Should you now suspect that with those dice an element of chance/luck enters the game, you are only correct in a very small way. All dice are rolled exclusively during the preparation phase of the game! In the course of the game you don't roll dice at all! Originally, coal transport only happened in five sovereign regions, coal from those five "Grafschaften", aka counties, is available for transport from the start of the game; the sixth Grafschaft, Grafschaft Mark, can only be used for transport later in the game. Therefore, there are dice of different color in the game; black dice represent coal in the five Grafschaften located downriver, the coal dice for Grafschaft Mark are white. In the preparation phase of the game you roll those dice and place them on the coal storage areas on the board. Each coal storage area can only hold one die. In case of fewer than four players individual coal storage spaces can remain empty and you do not use all dice. Coal dice always have a value between 1 and 6; this range can never be exceeded or undercut due to manipulations.

Coal transport, of course, did not end at Ruhr, but coal was transported further inland and stored in warehouses or deposits. Therefore you find four locations offering coal storage in the game. Also, coal had to be transported along transport paths to the coal storage spaces along the Ruhr. Those coal transport paths improve during the game in three stages. At the start of the game there are only slow loam paths (this transport path has a length of five squares on the board; the loam paths later turn into faster, paved ways and finally turn into transport along tracks by railways, the length of a railway path is only three squares. There is always one die on the active transport path and maximum a number of dice equal to the number of squares in the path. The special square of a transport path that is always marked with an arrow is always located beneath the squares that are filled with dice.

Starting in 1779, coal was also exported to other countries: to The Rhineland, The Low Countries and Belgium. For those exports

the prerequisite was delivery of coal to Ruhrort. This export business is also part of the game.

As a player you should not only concentrate on transporting and selling coal, but also pay attention to coal storage. Each player has 10 coal warehouses at his disposal, at the start only one coal warehouse is available. Those coal warehouses can be built in towns, in coal storage spaces and in Ruhrort. As an alternative you can can take out a loan for up to four warehouses, for each loan you receive 2 Thaler. Coal warehouses are acquired by players for his stock at the start of

certain rounds and when he acquires certain advancements. Those advancements are a very important element in the game. Each player has his own board for them, on which he can deposit advancement tiles that he already acquired. Eight advancements are available for each player - some examples are: The permission to build coal warehouses in certain sovereign territories, to deliver coal originating from Grafschaft Mark or to build locks. Seven other, different advancements are only available in a limited amount and cannon be acquired by each player. Acquisition of an advancement depends on the previous coal transports of a given player. For each coal transport a player receives a development token for his board. In relation to where he picked up the coal and where he delivers it to, he must place this development token on a certain spot on his personal board. The combination of of number of development tokens and deposit space results in one or several advancements that a player receives.

As means of payment or currency the Thaler is used in the game. Each player collects his Thaler on his board, but you are limited to owning a maximum of 10 Thaler. A few exceptions aside, you usually earn your Thaler from selling coal and spend your money to build coal warehouses or locks and for the use of certain special options.

Ruhrschifffahrt lasts 12 rounds, each of those rounds is assigned to a year. Therefore, each round starts with a historical event, which can result in positive as well as negative effects for players. A round marker that is impossible to overlook is placed on the current Round spot on the board, this spot also depicts, in a symbolic way, the historical event of the round. For instance, the historical event of Round 2 is, that you are from now on entitled to build

locks; in rounds 4 and 8 the condition of the transport path changes to paved path and then to transport on railway tracks. On Round spots depicting the symbol for a coal warehouse each player can take one of his own coal warehouses into his personal stock. Beginning with Round 4, coal export to far-away countries is started. To indicate this you turn up the face-down country tile that was placed with the Round spot. The country that is depicted on this country tile is receiving delivery of coal from the coal warehouses in Ruhrort. An example for a negative historical event would be the event of Round 5: From this round on the building of locks is more expensive.

When the historical event has been resolved, the next step is the determination of water level and demand. In the preparation phase the 14 obstacles on the River Ruhr are covered with with with obstacle tiles, showing their back side, six additional obstacle tiles are placed into a cloth back, from which a tile is drawn in this phase of the game. The front side of the obstacle tiles is different, and shows - by symbols - the water level of River Ruhr and demand. Demand can be restricted to a sovereign territory or refer to a single town or a certain kind of small industry only. The locations which are indicated by the obstacle tale are covered with a Thaler which is received by the player who is the next one to make a delivery to this location.

Up to 2 Thaler can serve in this way to make a location more attractive. Water levels of River Ruhr are usually high so that pilots are available as special options for the next phase. But when the obstacle tile shows a crossed-out steering wheel, water in River Ruhr runs low which results in restriction for ship movement on River Ruhr in the following phase.

In this subsequent phase players have two tasks to complete: they must place their barges anew at a coal storage space and they may choose one of eight different special options. In this phase players take their turn in relation to the position of their barge on the river. The player who is farthest upriver begins.

As in the following, fourth phase each player must transport a coal die or his turn is invalid, he must now place his barge at a coal storage space where there is a coal die and no other barge. Normally, to achieve this, he can only move his barge downriver, but any distance, to a coal storage space.

This is where the special options come into play. Each player can choose one of eight different special options and implement it instantly, whereby four of those special options come at a price, that is, cost money, and two of the remaining special actions

have a corresponding advancement on the player's board as a prerequisite. The two special options that are free of charge are Pilot and Transport. Without the special option Pilot a player is only allowed to transport his coal over a distance of two river segments in the following phase. Each location and each obstacle or each lock define a segment of the river. When a player uses the special option Pilot he is allowed to deliver his coal downriver over any distance of his choice. But one has to take into account that the previous river phase could have resulted in low water and that the special option Pilot might be blocked for this round.

The special option Transport allows a player to place a die from the transport path on any empty coal storage space of his choice, of course allowing for the die color of black or white. One has always to take the die that is positioned on a spot of the path that is marked with an arrow. As the special option is implemented before the barge is moved it is fairly obvious that one should place a new die first and then place one's ship next to it. With the special options that come at a price the possibility of Hauling comes into play, that is, pulling the barge upriver with the help of horses. Using Hauling in this phase allows a player to move the ship upstream to to coal storage space.

The other three special options for which you have to pay offer combinations of the three options that have been described so far. Depending on the special option the price for it varies from one to two Thaler. From Round 7 on, as a historical event, the price for all special options that need to be paid for rises to two or three Thaler, respectively.

The two special options that are connected to advancement on the player boards allow a player, on the one hand, to raise any die of his choice in a coal storage space by 2 and, on the other hand, a once-only income of 2 Thaler. This second special option can, contrary to all other special options, only be chosen by one player only in a round. The marking of special options that were chosen by players are done with wooden discs in player colors.

Subsequently, coal is transported. Once again, the player starts this phase who is now in a position furthest upriver. This player moves his barge, including an eventual use of a pilot - should he have chosen Pilot as a special option - to the intended target and delivers at this location the coal dice from his departure location. The delivered die, however, is not placed at the target location, but on the current transport path, according to special rules. When a player did cross one or several obstacles, the quality of the transported coal diminishes. The die

value is reduced by one by turning the due and then placed on the transport path (a die already on 1 remains on 1). For the coal delivery the player receives one development token and a number of Thaler equal to the number of pips on the die minus 1. So, if a player delivers a die of value 1 he receives one development token and no money. The development token is placed instantly on the player's board on the corresponding location, that is, if there is still room for it. If there is no room anymore, the player receives a Thaler instead of a development token. A development marker that was placed remains in place and is never removed for the rest of the game. Should the target destination for delivery hold one or two Thaler as a result of previous demand phases, the delivering player takes those Thaler now. The player also receives one additional Thaler when he delivers coal to the town of Ruhrort. In the town of Ruhrort the delivery of additional coal also influences a possible export in the respective phase. In correlation to previous deliveries export is now worth either one or two victory points.

All Thaler that a player receives are placed on his board. For coal delivery there is now restriction, the target destination for delivery need not be empty. Should another barge be already in position there, a player puts his barge behind the barge already in place. This is a deciding factor for the turn order in the next phases.

In the fifth phase players receive advancements. The acquisition of each advancement tile is connected to the kind of deliveries a player has made so far and to the placement of the development token he received for delivery has been placed on the corresponding deposit spot on the player board. Each board features six different deposit spots, one each for delivery of a white or black die to a town, a small industry or to the town of Ruhrort. The number of dice for each deposit spot and their combination determines the advancement that you can receive now. As some of the advancements are limited in numbers advancements should best be given out in turn order. This is not explicitly stated in the rules.

While all advancement tiles that are available for all players can be used until the end of the game, you can only use the limited advancement tiles once and then you have to turn them over. Examples for such limited advancements are the once-only, free-of-cost use of a special option that one usually has to pay for, or the once-only raise of a die by 3. Three of those advancement tiles can only be used at the end of the game and earn a player additional victory points. For those players, that are barred from acquir-

ing certain kinds of advancement tiles empty tiles are provided so that the corresponding spot on the board can be covered.

The subsequent sixth phase allows players to buy things, to relocate their export warehouses in Ruhrort or to pay back loans. To buy means that you construct a lock or that you construct a warehouse in a town, a coal storage space or in the export region of Ruhrort. The warehouse must already be available in a player's stock if he wants to build it. During the whole course of the game a player can construct only one warehouse in a town, but can construct more than one in coal storage spaces. Each town therefore has exactly four building lots, the coal storage spaces have different numbers of building lots. The costs for constructing a ware house are stated on the respective building lot and vary between two and five Thaler. If a player constructs a warehouse he receives two victory points. Furthermore, a player receives one Thaler from general stock for a warehouse in a town, when another player delivers coal to this town with his barge.

The construction of a lock costs 2 Thaler at the start of the game, from Round 4 on the cost rises to 3 Thaler. TO construct a lock a player takes an obstacle tile of his choice from the board and places it into the cloth bag with the other obstacle tiles. The construction of a lock earns a player victory points, too - three victory points in Grafschaft Mark, two victory points in the other sovereign territories.

Construction of warehouses and locks is connected to the respective advancement. Only when the advancement tile for a certain sovereign territory has been acquired a player is allowed to construct a warehouse in a town in this sovereign territory.

There is also a separate advancement tile for building a warehouse in a coal storage space or for constructing a lock; those advancement tiles are valid for all the board, not only for a singular sovereign territory.

Construction of warehouses or locks, respectively, is restricted in a round insofar as each advancement tile acquired so far can only be used once in a round. That is, you cannot, for instance, construct two locks in a round.

The town of Ruhrort has only construction sites for export warehouses, that is, there are three building lots available for each export country. Each player can construct a maximum of two warehouses in Ruhrort and those warehouses may not be assigned to the same export country. For each export country building lots show a different bonus value of 1, 0 or -1 bonus points when y

player receives victory points for exporting. The construction of a warehouse in the export region of Ruhrort costs for the very first warehouse built there the sum of three Thaler, the next two warehouses that are built cost four Thaler each and from the fourth warehouse on a warehouse in Ruhrort costs five Thaler. As each export country is only receiving deliveries for a maximum of three rounds in the game, it is absolutely useful to relocate warehouses in Ruhrort. The relocating of warehouses only costs 2 Thaler, but of course has the availability of a free building lot in the region for the chosen export country as a prerequisite.

Finally, you can pay back loans. For each loan of two Thaler you pay back three Thaler. For each loan that you pay back in this way you take back your warehouse from the corresponding loan spot on your board and can use from now on for constructing a warehouse.

In the final phase of a round export victory points are given out and the Round marker is advanced by one step. The country tile next to the Round spot, that was turned up in phase one of each round, beginning with Round 4, determines the country to which coal is exported in this round. Each player, who now has a warehouse in the export region of Ruhrort in the column that corresponds to the current country receives for each warehouse either one or two victory points - the amount depends on the previous coal deliveries to Ruhrort, and the bonus value corresponding to the building lot on which his warehouse is set up.

Should, at that point in the round, a player own more than 10 Thaler he must now discard all surplus Thaler.

After twelve such rounds the game ends with a final scoring, in which individual bonus points are scored. Each player scores one victory point for one warehouse each in all three towns of Essen territory, and the same is scored for one warehouse each in all towns of Grafschaft Mark. IF a player was able to construct a warehouse in all seven towns he scores an additional three victory points.

Warehouses in coal storage spaces earn a player bonus points as well; if he has a warehouse in each of the four coal storage spaces a player gains two victory points for a bonus. Furthermore, a bare majority of warehouses at a coal storage pace gains a player one victory point.

Finally, advancement tiles are changed into victory points. This can, in case of the Lord Mayer, gain a player up to 10 victory points (the score is 1 point per Thaler on the player's board). Should a player be in debt, he must deduct two victory points from his

score for each warehouse on a loan spot. Then the game ends.

Ruhrschifffahrt is a strategic as well as a tactical game. Strategically, it offers several possibilities which allows for a varied game even for several games. The decision about the kind of advancement one will specialize in is entirely left to a player; with his decision he determines where he can build warehouses, if he can meet export demands or if he prefers to transport coal out of Grafschaft Mark first.

Do not look askance at advancements that gain victory points for you! To correlate all this with acquiring enough capital from coal trading is a challenge, as coal trade earns you the development tokens for advancement. This is where the tactical element of the game comes into play. The position of your own barge, the available dice in coal storage spaces and on the transport path, respectively, offer a variety of possibilities to earn money, albeit often at the penalty of a necessary compromise between choosing a die as valuable as possible and the acquisition of a development token necessary for an intended advancement. So, Ruhrschifffahrt is a game for experienced players with a plenitude of tactical and strategic variation choices and therefore offers a high replay value.

However, the game also features some imbalances, too. First and foremost, the starting player advantage has to be mentioned. At the start of the game there is no adjustment for the following players; this can have some very grave consequences, when only some not very attractive dice remain for coal transport. The last player is clearly at a disadvantage and must try to catch up on the starting player to even out the disadvantage in the course of the game.

In the following rounds, too, the position of the starting players carries a lot of importance. So, for instance, the starting player decides where a die from the transport path is placed, should a die have to be placed into a coal storage space due to overfilling of the transport path, because only the territory is requested for a round. This a player can often use to his advantage.

Another imbalance is introduced by the advancement tile "Lord Mayor". While the other advancement tiles that yield victory points, can only yield a maximum of seven points, the Lord Mayor can yield up to ten victory points. This must, as of necessity, be taken with a grain of salt, as a player with this advancement will save his money in the last round and not buy any warehouses, but this advancement tile is powerful all the same and can be a game-deciding factor.

The rules of the game are nicely explained, albeit being a bit overcrowded in some of

the details. The rules for placing dice on the transport paths or the mechanism of determining victory points for coal export are rather complex - I did not include them in this description - and could maybe have been kept a bit more on the simple side. But maybe this would have affected the simulation.

All in all Ruhrschifffahrt is a game with an interesting background and an equally interesting topic. It allows several different strategies for winning and is very varied due to the necessary tactical decisions and interaction with other players. However, the starting situation can markedly simplify the progress of individual players or make it equally markedly more difficult. Nonetheless, the positive all-over impression prevails against the few weaknesses. ☑

Bernhard Czermak

RICH MERCHANTS
BRÜGGE
CANALS, HOUSES AND ASSISTANTS

The scene is set in Flanders, to be more exact, in the town of Bruges, at the time of its heydays, in the 15th century. Bruges was a town of rich merchants and accordingly players take up the roles of merchants and try to accumulate wealth, power and influence. During the game players can increase their prestige, build canals or use connections; for all this they make use of valuable henchmen which assist them in their efforts. But take care! There is also harassment in Bruges, and danger, too. Who will be the

INFORMATION

Designer: Thomas Spitzer
Artist: Harald Lieske
Price: ca. 60 Euro
Publisher: Spielworxx 2012
www.spielworxx.de

PLAYERS:
2-4

AGE:
12+

TIME:
120+

EVALUATION

Historic simulation
Users: For experts
Version: de
Rules: de en
In-game text: yes

Comments:
Nicely implemented, interesting topic *
Considerable amount of components *
A good part of the rules symbolized on the components * Different strategic possibilities

Compares to:
Brass (Kohle)

Other editions:
Currently none

My rating:

one to handle all this best and to be on top at the end of the game?

The game:
Each player is given a henchman of each color and five guilders for a starting treasure chest. Then you also receive the majority markers in your color, which are set down grey side up and you mark your canal on the board. The playing pieces of each player are placed on the Town Hall and the scoring track. The stack of cards is shuffled and split into five parts. Then you take a number of those small stacks equal to the number of players and shuffle them together, split this stack in two and set the two resulting stacks down as draw piles. The remaining cards are stacked and set aside as the extra pile. All other components are kept within reach. Whoever has been the one who last fried something (French fries were invented in

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Kati Knoll

A good and beautiful game and deservedly a candidate for Kennerspiel des Jahres, and also on of those games that you love or hate. I love it!

Belgium, after all) is the first starting player, takes the Coat of Arms of Bruges and draws five cards from the two stacks, one by one, you see only the color of the card taken. Those colors are very important during the game, there are altogether five different colors. Then, in turn, all other playes draw their cards.

After cards have been drawn, the starting player rolls all five colored dice and places them in ascending order on the dice track. For each 5 and 6 that was rolled each player (!) must take a threat marker in the color of the respective dice. As soon as you have accumulated three threat markers of a color, something aggravating happens, for instance, you might lose all your money or three victory points. You should therefore try to get rid of those markers quickly.
After the dice phase you can buy prestige at the Town Hall, the price is calculated as total of all 1s and 2s on the dice. You can only acquire prestige if 1 or 2 was rolled!
After all players have bought prestige, if they wanted to, or not, you play four of the five cards in hand.

Those cards can be used for one of the following six actions:
- Build a house - you discard a henchman in the appropriate color, that is, the color of the card, and place the card face down on the table. The house is worth one victory points.
- Take money - you discard the card and take money in correlation with the color of the card you played and the value of the die of the same color.

- Take a henchman - you discard a card and take two henchmen in the color of the card you discarded
- Get rid of one threat marker - again, you discard a card open-faced and return a threat marker of this color back into stock; this earns you a victory point which you instantly mark on the victory point track.
- Build a canal segment - your canal was marked at the start with a seal of your color placed into the gate house. When you manage to finish building a canal you receive victory points for this at the end of the game and for finished segments you take the top statue tile and also victory points at the end of the game. The card used for the canal segment is discarded, too.
- Last but not least you can place the person depicted on the card into one of your houses; for this you pay the related cost in guilders. The person does not need to be of the same color as the house. Persons are available with permanent effects and with once-only actions, which are implemented instantly and only once. For some persons you need also to discard a henchmen to be able to use the person. And, finally, there are persons that earn you extra points at the end of the game.

During your turn you can use additional effects of persons at any time.

After all have played their cards the board and personal displays are checked for majorities. Majorities can be achieved for canals, prestige and number of persons. It is enough to achieve such a majority once; if you manage one, you turn over your corresponding majority tile and do not lose it again during the game. For each majority tile thus acquired you score four victory points at the end of the game.

As soon as one of the two draw piles is finished you take the extra stack for the rest of the round and finish the current round. Then there is a final scoring - you add the points for persons on display, houses in your display, and advantages of persons showing a laurel wreath, built canal segments and statue tiles as well as the advancement level that you achieved. If this results in the highest score for you, you win.

Brügge is a very beautiful tactical game for friends. The element of chance is rather high due to the drawing of the cards, but adds some challenge and thrill to the game.

As already stated, Brügge is a tactical game and you react always to the current cards. This restricts your possibilities to plan far ahead, as you never know which cards will appear in the next round.

The mechanism is a bit similar to San Juan from alea or Race for the Galaxy rom Abacus, where you can also either use text on the cards or use the cards for money. In Brügge, contrary to those games, you can do more than just give them away to manufacture persons, therefore the frustration is not that big, because Brügge offers you a lot of choices for the use of those cards.

In my plays of Brügge I have noted that people either like it a lot or not at all. Furthermore, there is the advantage in this game, that it is fun to play with two or with three or also with four players and that it works excellently for all numbers of players. Components and design are very attractive, but for my taste the victory point track is a bit too small. It would also be an advantage, if you would order yourself a card holder, because the cards are a bit slippery and so you often see the color of the coming cards, which should definitely not be the case.

In my opinion, Brügge is one of the most beautiful and best games of this year and it definitely merits the nomination for Kennerspiel des Jahres 2013. ☑

<div align="right">Kati Knoll</div>

INFORMATION

Designer: Stefan Feld
Artist: Michael Menzel
Price: ca. 30 Euro
Publisher: Hans im Glück 2013
www.hans-im-glueck.de

PLAYERS: **2-4**
AGE: **10+**
TIME: **60+**

EVALUATION

Tactical game
Users: With friends
Version: de
Rules: de en fr nl
In-game text: no

Comments:
Beautiful components * Rather tactical despite the element of chance from drawing cards

Compares to:
San Juan, Race for the Galaxy und andere Spiele mit Mehrfachfunktion der Karten

Other editions:
999 Games, Filosofia and Z-Man Games

My rating: ★★★★★

1969
MISSION MAN ON THE MOON

Space travel - You must put a man on the moon before the end of 1969. To achieve this you plan research, employ scientists, start training missions and win prestige with it. In seven rounds you resolve the phases of Income, Acquisition, Mission and End of Round.

In the Income Phase you receive money from the bank according to the round as stated on the board. Then you can - in relation to the current round - spend a limited number of Prestige points for money, one point for two millions. In the Acquisition phase you hire one of the available scientists and buy Intelligence cards for use in the mission phase. In the mission phase you can start a mission; you pay

the costs and can start each mission only once. You roll a mission test; the result of this roll from "green minus red plus research bonuses" determines the distance your rocket moves. Then each player can play Intelligence cards to influence the rocket: First it is moved backwards according to "total of other's Intelligence cards played, divided by mission cost" and then it advances again by "total of your Intelligence cards played, divided by mission cost" and then you earn Prestige depending on the spot you reached, modified by the number of flag markers already placed in this mission track.

1969 is a game of optimizing your dice roll and a game of assessing risk - each mission can only be tried once! It is also influenced by the type of players involved, do I use Intelligence card to strengthen my mission or to disrupt others. Spy scientists are expensive and so some tactic is involved too in this game, best for families albeit with some gaming experience. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-5	13+	90+

Designer: Andrea Crespi + Team
Artist: Giulia Ghigini
Price: ca. 25 Euro
Publisher: Cranio Creations 2012
www.heidelbaer.de

EVALUATION

Dice result optimization
Users: With friends
Version: multi
Rules: de en fr it
In-game text: no

Comments:
Good topic * Big starting player advantage in a game for two * Exactly in-between a family game and a game for the experienced player

Compares to:
Other optimization games

Other editions:
Coffee Haus Games, USA

ALLE MEINE TIERE
SIZE, WEIGHT, ENDANGERED?

`6↑`

Animals are an ever-fascinating and always interesting topic for children and also an ideal topic for training certain abilities, as there is, for instance, assessment of relations based on appearance and other information. The game comprises 42 animal cards showing information on size and weight, whether the animal represents an endangered species or not or if it is living in groups or alone. Two arrow cards for each category are shuffled and stacked. Nine animal cards are placed in a 3x3 grid; in your turn you draw an arrow card and place it correctly next to a row or column or diagonal. In direction of the arrow the characteristic indicated by the arrow must show ascending values; for instance,
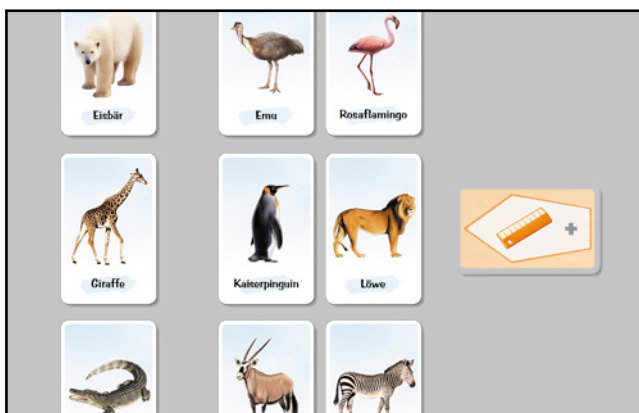
for the category „weight" the three animals in row or column must get heavier in direction of the arrow. When the arrow is placed, the cards are revealed and checked - if you are correct you take one of the three cards; if not, the arrow is handed to next player who tries for a solution. New cards are placed according to whether a solution was found or not. Whoever collects five cards first, wins.

This is a very simple game with a lot of information, which needs adult supervision when played by children of the indicated minimum age; terms like social animal or endangered species must be explained and information on that given and maybe the names need to be read. Size and weight can be assessed by comparison of appearance.

All in all the game offers lots of information in very condensed form, also of interest to other than Primary School children; the images are especially impressive and allow a realistic comparison of size. ☑

INFORMATION

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

Designer: Reinhard Staupe
Artist: O. + S. Freudenreich
Price: ca. 7 Euro
Publisher: Amigo Spiele 2013
www.amigo-spiele.de

EVALUATION

Assessment, comparison
Users: For children
Version: de
Rules: de
In-game text: no

Comments:
Impressive animal images * Lots of information * Adult supervision recommended

Compares to:
Fauna junior

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

ANGRY BIRDS SPACE

POWER CARDS

6↑

Comparing of values for card characteristics, a mechanism that is used for instance in Top Trumps games, is also used in this game: All cards are dealt evenly to all players; should a card be left over it is put on the table and given to the winner of the first round. All players hold their deck in hand open-faced, but so that each player only sees his own cards. The active player of the round chooses and names one of four characteristics values (not the slingshot value) on his top card, the others name their corresponding value; if your card shows the highest value of this characteristic you win cards used in this round. In case of a tie all those involved play a second round comparing the same

characteristic; the winner takes the cards of this and of the previous round.

In the course of the game you need to lay out a three-part, monochromatic construct from cards you won, using the back sides of cards; when you are done and have a pig in your cards you put the pig on the construct and read out the sling shot value in the top left-hand corner of the pig card: all other players name the sling shot value of their top card. When the pig card wins its owner takes all cards from the table, even other constructs; when someone else wins he takes the pig and all top cards. If you are out of hand cards you demolish your construct, one by one; if you are out of cards you quit; the last one holding cards wins.

Not really angry, those space birds, but providing a very nicely don symbiosis of standard game mechanism and favorite topic, easy to play and with the attractive additional mechanism of construction. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	6+	15+

Designer: not stated
Artist: not stated
Price: ca. 7 Euro
Publisher: Tactic 2013
www.asmodee.de

EVALUATION

Trumps, quartets
Users: For children
Version: de
Rules: de
In-game text: no

Comments:
Well-done combination of mechanism and topic * Short rules with an attractive additional mechanism * Funny illustrations

Compares to:
All editions of top trumps

Other editions:
Currently none

ARISTOOCRAZY

OLD GENTRY! NOBLE GENTRY?

You are the head of a noble family and lead it through the decades, as well as you can, use abilities of family members, as far as they are useful, and hope for favors from the king, too. Your efforts are rewarded with victory points which you earn via event cards. 12 of them are randomly chosen for a game. The starting layout is prepared according to specifications; you hold all cards for a family, a starting region and three abilities. In the first two rounds no events are implemented, but you see future events. In each round from round three the first event card in line is implemented; it names the victory conditions for the round - this might be ownership of certain Markers, numbers of

characters or regions, or damage inflicted on other characters. You can use all your characters on the board once per round; at first move all that you want to move and then use the abilities of characters that did not move to take markers. Movement happens for the purpose of creating progeny, that is, new characters, or to attack an opposing regions. In conquered regions you can decide either to create progeny or conquer the regions permanently. To be able to create progeny you need the presence of one of your own characters and one neutral character or an opposing character. Characters that die in the course of the game can be reborn with new abilities.

Aristoocrazy tries in a very ambitious way to vary the standard topic of "promote your family and win the favor of the king" with unusual details like inherited dementia and other nice details, but the rules need to be revised, currently they need experts to deal with them. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	12+	90+

Designer: Jiří Mikoláš
Artist: Pavel Talaš
Price: ca. 35 Euro
Publisher: Jirasgames 2012
www.jirasgames.com

EVALUATION

Satire, development
Users: For experts
Version: multi
Rules: cz de en
In-game text: no

Comments:
Rules need considerable efforts * Witty, unusual topic * Satirical element nicely integrated

Compares to:
Other Development games for basic mechanisms, very vague similarities to Blood Royal and other such games

Other editions:
Currently none
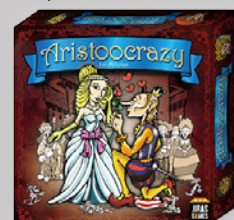
ARTICLE 27
VOTE IN THE SECURITY COUNCIL

In the not too far future you are a member of the United Nations Security Council and have one turn as Secretary General. When it is your turn you put forward a proposal, using the five Issue markers that are available for a round. To get a proposal accepted you must achieve a majority of acceptance. If there is only one veto the proposal is rejected.

Bribery and deals are the order of the day!
A round of the game comprises the phases Set-up and Change of Secretary General, Negotiation, The Vote and Influence Payouts. In the set-up phase you draw issue markers for yourself and then issue markers are provided as "being tabled". Then the timer is started and

the Secretary General starts the debate by moving issues "on the floor", he can change his mind during negotiations and players can use bribes to get their agenda across. Bribery markers are placed accordingly. If you change your mind you return the bribery marker. Deals are not binding. When the timer has run out or the Secretary General puts a stop to negotiations a vote is taken und the result is scored for acceptance or rejection and also for Secret Agendas. After a number of rounds equal to the number of players you win with most influence points from accepted proposals, bribes, etc.
It is surprising how much of pro and con one can pack into five minutes runtime of a timer! Talking helps, talking well helps even better, and to threaten a veto can achieve more than a veto itself, which costs both sides dearly. A nicely implemented, unusual topic and a challenging mechanism. ☑

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

Comments:
Attractive, unusual topic
* Pure negotiation game
* Issues fit nicely into the flow of the game

Compares to:
Diplomacy and other negotiation games with non-binding deals

Other editions:
Currently none

ASANTE
TRADE IN THE HEART OF AFRICA

As a trader in Africa you want to to good business, offer goods on your stall and can buy additional stalls. Stalls and stacks of cards are arranged as specified; a player's turn comprises two phases that are played in the order of draw cards and play cards. In your turn you can do up to five actions, but need not do all; if you have actions left over at

the end of your turn you get one gold for each unused action. In general, playing one cards costs one action. Possible actions to choose from are. Draw a card which costs one action; when you keep the card the draw phase ends and you play cards; again for one action per card; there are exceptions. With commodities cards you buy and sell,

item cards are used or help to acquire Holy Places for free actions; persons and animals give you advantages and inflict disadvantages on your opponents. When you own 60 gold your opponent has one final turn and then whoever has most gold wins.
Asante is an adaptation or variation of Jambo and can even be combined with its predecessor; the overall game is the same, details have been changed: The small stalls have been taken out, commodities cards show up to four commodities only and the ratio of card types has been altered. A novelty are the Holy Places, which you can gain from actions of your opponent or when you replace on item with another. Just like Jambo, Asante, too, thrives on the clever use of card functions and is, again like Jambo, a very attractive game with lots of atmosphere and variation due to the multitude of cards. If you like, you can just shuffle the cards from Jambo and Asante together. ☑

EVALUATION
Set collection, trade
Users: With friends
Version: de
Rules: de en es fr
In-game text: yes

Comments:
Sequel to Jambo * Can be combined with Jambo * Multitude of cards offers very varying games

Compares to:
Jambo, also Waka Waka for the topic

Other editions:
Filosofia, Canada; Ludonova, Spain; White Goblin Games, Netherlands; Z-Man Games, USA

www.gamesjournal.at

ATLANTIS RISING
COSMIC PORTAL TO AVOID THE FLOOD

Save Atlantis - we need to build the Cosmic Portal from ten components in a cooperative effort before the island is completely flooded and win or lose together. You chose one of the six characters - Astrologer, Priest, Explorer, Scholar, Champion or Artificer - and play rounds of five phases: Place Atlantean, draw Misfortune, Produce, At-tack of Athenians and construct Component. At the start of each round players can use special abilities or knowledge cards. Atlanteans are placed on island parts or on the Atlantean Navy, up to the maximum capacity of the chosen piece, and also together with other Atlanteans. Then each player draws a calam-ity card; necessary decisions can be discussed, the final decision rests with the active player. At-lanteans on flooded parts go back to your stock. To produce you take, depending on the lo-cation and number of your men, resources according to dice re-sult or draw Knowledge cards or transform ore to Atlantium or get new Atlanteans or Mythical Energy. Atlanteans at the Navy remain for defense against Athe-nians; this attack is decided dice roll and Atlanteans in the Navy. If you have the necessary resources you can construct a component; this results in instant advantages. Within certain parameters other players can contribute resources. Atlantis Rising is worker place-ment game and a cooperative game, pure and simple, no hid-den winners; it is not that easy to master, it depends a little on the roles that are in play; without the Champion it can be hard to hold off the Athenians. The degree of difficulty can be varied by the choice of Component cards. ☑
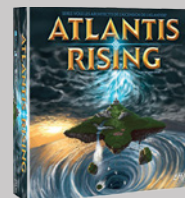
EVALUATION

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

Comments:
Beautiful design * Game play somewhat dependent on number of players and roles in play * Different lev-els of difficulty in relation to chosen component cards

Compares to:
Cooperative games with resources contribution

Other editions:
Currently none

AUF DIE WEIDE, FERTIG, LOS!
COLLECT FOOD AND BUILD A PATH

3 ↑

The sun is rising, animals are hungry, but nothing is happen-ing, because the farmer is sick and players must come and look after the animals – they search for food baskets, collect food and set out a path to the meadow! Each player chooses one animal and the corresponding meadow with the correct sign at the en-trance. The meadow is laid out so that there is enough room for a path next to the entrance. All the food pieces are laid out ready for use. In the first part of the game, in your turn you turn over two flower - they are laid out ran-domly with the flower side up. When the two cards of your choice show the same amount of baskets you take that many food pieces for your animal and put them on the meadow. One of the cards is then set next to the meadow, again flower-side up - for a part of the path, the other one is turned back over. When you have 10 food pieces or more you give away surplus baskets, if any, to the player who has the fewest food pieces; from now on in your turn you only roll the die. If you roll a flower, your animal goes to the next flower of that color on your path. If you roll a star your animal takes one step forward or enters the meadow when no flower path tile is left. The first player who leads his animal onto the meadow wins the game.

As nearly all other games from Haba this one is easily explained and played, and after the first game younger children, too, can play without adult supervision, because all they need is colors and counting up to three. Pretty components and attractive de-sign add to the fun. If you pay close attention you find pairs easily, as one card of a pair is al-ways put back. ☑

EVALUATION

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

Comments:
Standard topic for children * Attractive components and design, food pieces and animals are made from wood * Simple rules

Compares to:
All path-building dice game

Other editions:
Currently none

AUTOKRATOR
MEDIEVAL RELIGIOUS WARS

Middle Ages - War between Christians and Muslims - you control one of the powers in medieval times; Franks/Holy Roman Empire, the East Roman Empire/ Byzantines, Moors and Saracens. The turn order is the same in all five rounds: Saracens/Fustat, Byzantines/Constantinople, Franks/ Aachen and Moors/Tanger. You have three units: King, General and Admiral each for one movement according to rules and one attack. The General can opt to choose two moves within his own areas instead. The garrison of a player is made up from all areas he controls and is only used for defense purposes. King and General of a player can - with the exception of the capital - never be in the same area.

When rivaling units meet battle ensues, The Attacker chooses two of the available terrain varieties, the Defender then chooses one of them. Then the attacker puts down three battle cards including modifications, so does the defender, and then you compare opposite cards. Gold can be used for espionage and special campaigns of all three units. Victory points are gained from conquering of areas and defeating of opposing units. You win instantly if you conquer an opposing capital or, after five rounds, with most points.

Components and design are very impressive and attractive; the game does not offer a detailed and complicated simulation, but rather a concise overview, strategically demanding and without fiddly multitudes of components. The implementation of battles with cards including relations to terrain is easy to handle and works very well. This is conflict simulation for the player who is interested in all kinds of games. ☑

EVALUATION

Conflict simulation
Users: With friends
Version: en
Rules: en fr jp
In-game text: no

Comments:
Very attractive components * Nicely balanced details * Lots of strategy necessary to deploy units and cards efficiently

Compares to:
Other simple conflict simulations

Other editions:
Currently none

BRAUTKRAUT
BLAUKLEID TURNS KRAUTBLAU

`10↑`

As proven by this game, you can even turn a tongue twister into a game. 66 cards show two out of four images that are mentioned in the German tongue-twister „Blaukraut bleibt Blaukraut und Brautkleid bleibt Brautkleid", roughly „Red Cabbage stays Red Cabbage and a wedding dress a wedding dress", a bride, a dress, a dab of blue color and a cabbage. Images are depicted vertically, an arrow denotes the direction in which to read them: Brautkraut and not Krautbraut. You hold 11 cards. You slowly turn over two of them and stack them; your left neighbor names the double term of the covered card, then „wird = „turns to" and then the term of the visible card, e.g. „Kleidkraut wird BlauBraut".

In case of identical cards you say „bleibt" = „stays". When all is correct, the player now puts one card on the stack, his neighbor names the terms, and so on. When you make a mistake you take the stack. Whoever runs out of cards first, wins.
And if you want to have an even more difficult game you can give one of the word tiles to a player; in his turn he must use - depending on the tile, „braut", „klaut" or „traut" instead of „wird". At the end of his turn he hands the tile to his right neighbor. For a completely crazy game you hand all three tiles to players and enjoy the resulting gobbledygook.
This is one of those games that you either love or hate; if you do not mind to get hopelessly lost in the thorns of Braut and traut and Kraut, you can hoot with laughter about the creations, which in turn disturbs your concentration to cope with them. In suitable rounds Blaukraut traut Kleidbraut is a huge success and lots of fun. ☑

EVALUATION

Word game
Users: For families
Version: de
Rules: de
In-game text: yes

Comments:
Good fun with the right kind of group * Very simple rules * Different levels of difficulty

Compares to:
First game of this kind

Other editions:
Currently none

BRIEFCASE
ENTREPRENEURS ON THE RISE

As an ambitious entrepreneur you try to win with most victory points. A display or Resource Market and Decision Bank as well as Company Card Portfolio and Player area is set up; each player shuffles his deck of Decision card, comprising three cards "Buy", three cards "Activate" and six cards "Obstacle" and takes four cards in hand.

In your turn you have the following actions: 1) Play Decision cards in any number and order 2) discard decision cards and 3) draw four new cards from your deck. Decision cards are played to buy Company cards or Resource cards or to activate a company or the Central bank or to shift Obstacle cards and to acquire Decision cards via spe-

cial abilities of companies and also to make use of other players' companies. When all Decision cards have been executed, you discard cards played and remaining cards into your own discard pile and draw four cards. When there are only two kinds of resources left besides Energy or all Company cards are gone or no "Buy" cards left in the Decision Bank you finish the round and then all add victory points from activated company cards and activated company abilities as well as one victory points for each victory point card acquired from the Central Band and one for any four resource cards, including energy, that you hold.

Deck building mechanisms combined with resources management; Briefcase plays well and fast, and, with "Hire", offers a very interesting mechanism to take over production of opponent companies for the price of half the activation costs only, and functioning production chains are the key for success in this game. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	12+	45+

Designer: S. Tsantilas, N. Sakaloglou
Artist: Antonis Papantoniou
Price: ca. 33 Euro
Publisher: Artipia 2012
www.artipiagames.com

EVALUATION

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

Comments:
Rather functional design with somewhat small symbols * Felicitous mix of mechanisms from deck building and resources management

Compares to:
All deck building games

Other editions:
Currently none

CIAO, CIAO
I ROLLED FOUR, BELIEVE ME!

`10↑`

The aim of this small exquisite game is simple – cross the bridge with three of your markers and place them on the winner's rostrum in the order of their arrival. Each player has seven markers, there must always be one on the bridge, beginning at the first spot after another one has fallen off. In your turn you shake the dice cup and look at the result.

Then you always – regardless of the result – name a number between 1 and 4 and move your marker forward accordingly. All other players in turn now can doubt, but only one of them. If all believe you, your turn ends and you shake the cup and hand it to the next player. When a player doubts he looks into the cup: When you told the truth, the

marker of the doubting player falls off the bridge and is out of play. But when the doubting player was correct your marker falls off the bridge into the swamp and the doubting player moves the number of steps you announced. As a cross for a dice result means falling off you must bluff in this case and announce a number hoping that you will be believed …

When a marker reaches the end of the bridge you place it onto the first free spot of the winner's rostrum, you need not use all steps announced.

If you manage to place three marker on the rostrum, you win instantly; otherwise, you win with most points from positions of your markers on the rostrum when all remaining markers are on the rostrum. Even if you only have markers on the rostrum you can still doubt – and fall!

Very beautiful and attractively designed fun, simple, nice to play, an ideal game for families, not new, but still very, very good! ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	10+	25+

Designer: Alex Randolph
Artist: Johann Rüttinger
Price: ca. 17 Euro
Publisher: Drei Hasen i. d. A. 13
www.hasehasehase.de

EVALUATION

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

Comments:
New edition, first published by Drei Magier Spiele * Very attractive design * Simple rules

Compares to:
Mäxchen, Lügenpasch

Other editions:
Currently none

CITY OF HORROR
SURVIVE THE ZOMBIE INVASION!

Zombie Invasion! Aim of the game is to save the town, but first and foremost, save yourself by entering into alliances and turning traitor, if necessary. Four rounds of the game represent four hours of waiting for succor and all follow the same scheme: Observation / Water tower - if you have one of your persons on the Water Tower you can look at the top card of the invasion deck; then all choose a movement card and reveal them simultaneously; now you reveal the top invasion card and implement it, including arrival of Zombies, movement of the Zombie leader and air-dropping of action card/ antidote - there can never be more than eight Zombies in a location; then comes the Move-

ment phase - you choose one of your persons and move it according to your chosen movement card; then the locations are dealt with, in numeric order, always comprising the phased of activating the location, attack by Zombies and sharing of resources. In this sharing all can participate by discussing, negotiating and being active; if you win the vote you take one antidote or one action card and must then share the remaining items; in case of a tie in the vote nobody gets anything. The round is completed with the change of starting player.

After four such rounds the helicopter arrives and you discard one antidote for each living person or the person dies; then you win with most victory points from living persons, surplus antidotes and food.

Basically a standard Zombies adventure, but enlivened and different due to the vote on sharing of available resources and, in the expert version, the possibility to exchange antidotes, action cards and information. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
3-6	14+	90+

Designer: Nicolas Normandon
Artist: Miguel Coimbra
Price: ca. 43 Euro
Publisher: Repos Productions 12
www.rprod.com

EVALUATION

Horror, adventure
Users: For experts
Version: multi
Rules: de en es fr
In-game text: no

Comments:
Very sumptuous components * Standard basic mechanisms * Thrilling background story * Interesting because of negotiation element

Compares to:
All other "fight the zombies and survive" games

Other editions:
Currently none

DICE DEVILS
WOOLEN HAT FOR THE HEAD DEVIL

`8↑`

It has happended - Hell is freezing over and devils need to roll dice for things that are warm - from tea to an electric heater. Hell is organized in a strictly hierarchic manner, there are Oberteufel - Head Devil, Spielteufel, Fehlerteufel, Putzteufel, Springteufel und Satansbraten = Holy Terror, and everyone has his individual special ability. De-

pending on the number of players varying kinds of devils come into play, the starting ranks are assigned randomly. Head Devil and Holy Terror are always used. Head Devil gets the large cup and golden dice with high values, Holy Terror the small one and grey dice with low values, and all others receive cups of medium size and two black dice

with medium values. A number of items is on display for each round; you roll your dice secretly and put your Grab Tile next to one of the items. When several devils opt for the same item, a duel follows, higher values win. Head Devil always adds his two best dice, Holy Terror adds Head Devil's lowest dice to his own result, Springteufel wins automatically in case of a tie, and so on. The winner takes the contested item and may, if he wants to, change his role with the loser or one of the losers. If you have accumulated 10 warming items, you add the value of your items at the end of the round and you win with the highest total.

A pretty game, a nice game, an attractive game with lots of promises, but only fun when played with the full number of playes. In case of three and four players Head Devil and Holy Terror are too dominant; especially the seemingly disadvantaged Holy Terror is often in front and very rarely swapped. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
3-6	8+	20+

Designer: Reinhard Mensen
Artist: M. Hoffmann, C. Stephan
Price: ca. 27 Euro
Publisher: Kosmos 2013
www.kosmos.de

EVALUATION

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

Comments:
Very attractive design and components * The more players the better the game * Little interaction in case of few players

Compares to:
Dice game for not-enough-for-all booty

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

DIE VERGESSENE STADT
ESCAPE FROM SAND AND STORM

`10↑`

After the Forbidden Island players now explore the Forgotten City; the helicopter crash-landed; to escape from storm and send explorers need to activate the ancient Flying machine. Again you embody an explorer with special abilities and have up to four actions in your turn: 1) move your adventurer, orthogonally on an adjacent tile with maxi-mum one sand tile; tiles carrying two sand tiles are dunes, not to be entered 2) remove sand; 3) excavate - you turn over a desert tile free of sand, it might yield equipment or a clue for a machine part location; and 4) salvage a machine part from an excavated desert tile with maximum one sand tile. Then you draw wind cards and move the sandstorm accordingly by shifting desert tiles; you must always add sand to a desert tile that was moved due to a wind card. Transferring equipment or machine parts to other players, if you meet on one desert tile, does not cost an action. When the adventurers manage to reach the starting ramp with four parts for the Flying Machine and the ramp is free of dunes, they escape and win. But if they run out of water or are buried by sand - indicated by a lack of sand tiles when new ones should be placed - or if the storm reaches deadly intensity, all players lose together.

Die vergessene Stadt, or Forbidden Desert, is not a 1:1 Clone of Forbidden City, but an independent game, varying a concept very nicely; especially the collecting of machine parts (former artifacts) was cleverly simplified by the uncovering of clue tiles. The different combinations of adventures you use and the random composition of the desert result in a multitude of different games. ☑

EIGHT
EIGHT DICE FOR 1000 POINTS

`👥` `7↑`

iPhonegames programs games for iPhones and with Eight they present a game for iPhone and a gaming table. The components are simple - a dice cup and a bag with eight eight-sided dice, packed in a box that has the rules printed on its sides. Seven of the eight dice are white, showing symbols for 10, 20, 3, 4, 5, 6, 7, and 8; one die is black and shows the symbols for 10, 3, 4, 5, 6, 7, 8, and Joker = Wild.

You roll all eight dice and score the roll instantly; you can never improve a result by rerolling. You can score a Straight instantly and must then reroll the remaining dice; a set of two to six identical dice results must be scored; such a result also forces you to re-roll. Some point dice in pairs count their normal value, but not negative, and force you to re-roll, too. All point dice which you did not score in Straights or Pairs or for x identical dice must be scored for Point dice. If you roll eight identical dice you have won the game instantly. If you roll seven identical dice + a joker you drop out of the game, you have lost! 7 identical dice score 1000 points, seven identical ones including a Joker are 50x the value of the dice. Straights of length x are always worth x times the sum of the dice; x identical dice can score 40x the dice value down to 10x the dice value. Pairs of 3, 4, 6, 7 and 8 are negative scores; Pairs of values 10, 20 and 5 score only their normal dice value, but not negative.

You play to top 1000 points, and there is a special rule for ending the game if you do not win instantly by rolling eight identical dice.

Simply a dice game, a simple dice game, nice and unusual enough to be interesting! ☑

ELISABETH I.
RELIGIONS WARS 1559-1998

The wars during the reign of Queen Elisabeth I., between England and Spain on the one hand and the upcoming religious and expansions conflicts all over Europe on the other hand. There are six main powers in this game, England, Spain, France, The Ottoman Empire, The Holy Roman Empire and the Protestant Forces of Dutch and Huguenots.

Elisabeth I. is the sequel to Here I Stand, which portrayed the time between the Posting of Martin Luther's Theses in 1517 and the Abdication of Charles V. in 1556, as regards to topic as well as to mechanisms. Some of the rules from Here I Stand have been adapted to the new situations: Religion as to uprising and conversion - Diplomatic influence

can be bought - Oceanic expeditions have been upgraded to direct control by players - secret negotiations are now undertaken to achieve advantageous marriages for the members of your Royal house - your Court now supports and sponsors persons like architects, artists, writers and scientists - and of course such volatile and insecure times are an ideal playground for spies and their methods like cryptology.

Besides the full campaign Scenario the game provides a Tutorial for two players and an Armada Scenario that plays considerably shorter than the Campaign scenario, because if you want to enjoy this you need to plan for a duration of minimum eight hours. This short introduction is intended to present the genre of intense historic simulations, maybe make you curious and interested to to try something like this; it is rewarding, even if takes time and effort. Maybe you could have changed the course of history, if you had been in control? ☑

EVALUATION

Historic conflict simulation
Users: For experts
Version: de
Rules: de en
In-game text: yes

Comments:
CDG = Card driven Game *
Detailed historic simulation
* Extremely long playing
time for the full game *
Shorter Scenarios provided

Compares to:
Here I Stand and other historical simulations

Other editions:
Virgin Queen, GMT

FISH FISH
BAIT EATEN? FISH CAUGHT?

Playes are fishermen wanting to catch fish or fish wanting to eat bait without being caught. The fisherman secretly chooses a "Fishing" card - two of those cards show "Catch" and three of them "No Catch" - and a "Bait" card - the values vary between 2 and 5 - and stacks them so that only the bait value is visible. Fish players in turn now

bid 0-4 fish and place them on the "Fishing" card, one and only one bid in turn. At the end of the round, comprising five such turns, all fish must have been bid. When all are done and no fish has been bid the fisherman discards both Fishing card and Bait Card unrevealed. When fish was bid the cards are turned up. For a "Catch" card the fisherman
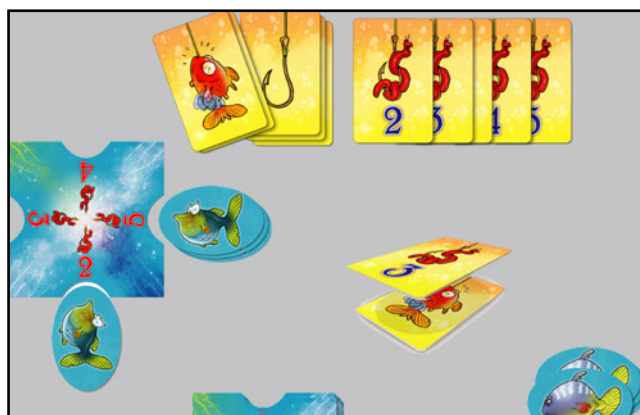
gets all fish on it; for "no catch" fish players get back their bet and place them on their booty card according to bait value. Should the second card "Catch" be revealed, the round ends at the end of this turn. If you have fish left for bidding you put them on your booty card according to the value of the highest Bait the fisherman has left. At the end of the round - all "Fishing" cards have been played or both "Catch" cards were revealed or all fish players have bid all their fish- the fisherman scores 4 points for each fish he collected; fish players score points according to the fish in booty card columns. When all players have been fisherman once or twice, you win with most points.

A very beautiful game, as are all Gigamic games, with a simple mechanism and a good ratio of guessing and assessing - does the fisherman play both catch cards at the start? Should we swallow the big bait and risk a fish? Simply nice! ☑

EVALUATION

For families
Special: Many players
Version: multi
Rules: de en es fr it nl
In-game text: no

Comments:
Enchanting design * Simple mechanisms * Nice balance between guessing and assessing

Compares to:
Betting games with return of bid in certain situations

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35
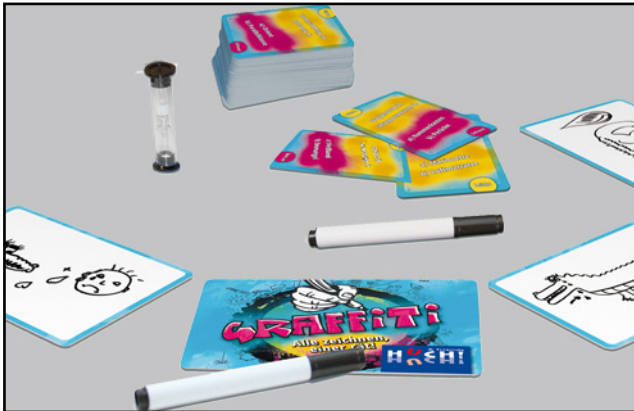
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GRAFFITI

HOW DO YOU DRAW BAD-TASTE PARTY?

The game comprises 110 cards showing two terms, easy ones are depicted on a yellow background and difficult ones on a red background. Players decide on the level of difficulty they want to use in their game, and on the number of terms; this should if possible give each player the opportunity to be guesser the same number of times. The first guesser closes his eyes or turns his back on the group - the other players each take a board and a pen. The top card is turned over and all draw the term in the designated level of difficulty, within the runtime of the timer. When the timer has run out, one player collects all boards, shuffles them well and hands them to the guesser, who now can turn around again or open his eyes. The guesser has three tries to guess the term correctly. If he does so at first try, he wins two chips, and only one chip if he needs two or three guesses. If he cannot guess the term, he gets no chips, of course. Then the guesser awards two chips from stock to the player with the best drawing and then tries to allocate the drawings to their creators. For each correct allocation he scores one chip, for each wrong one the creator is given a chip. When all cards have been played, you win with most points.

As all those games Graffiti stands on the selection of terms; monocle is easy, but how do you draw Fictitious Marriage? Or Lack of Time? Different talent in drawing evens out during the game and style can be misleading. Quick fun for larger groups, the game is still going strong and providing fun in this second edition, featuring an excellent selection of terms. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
3-7	12+	var

Designer: not stated
Artist: not stated
Price: ca. 25 Euro
Publisher: Inspira
www.mike-spiele.de

EVALUATION

Drawing game
Users: With friends
Version: de
Rules: de es jp nl
In-game text:

Comments:
New edition * Good selection of terms * Make it recognizable! Drawing is secondary!

Compares to:
Pictomania and other drawing games with guessing of terms

Other editions:
Currently none

HOMESTRETCH

BET ON WIN, PLACE & SHOW

Horse racing - you are an owner of horses and at the same time you bet on the result of the races. From a deck of eleven green and a deck of twelve purple race cards you draw two from each deck and stack the purple ones on top of the green ones for the four races you will play. You tart with 50.000 $ and assemble a stable of horses using drafting, that is, you are dealt a number of blue cards, choose one and set it down and hand on the rest of the card; this goes on until all cards are taken. Then you pay for your horses out of your starting capital.

The horses are placed at the start and you reveal the top race card, which determines handicap and purse for the race. Now you can bet on Win, Place & Show or other placements, beginning with the richest player; you can only place one of your markers on any position. The poorest player starts the race; you roll and move the resulting horse either two of the ten spots on the track and hand on the dice, or you move the horse one spot, roll and move the new horse two spots. Horses are put on the betting board when crossing the finish; if you roll a horse already at the finish you move the horse in last place one to three spots. When three horses are at the finish you remove non-winning bets and pay out the winnings. After the second race you can buy one or two horses from blue + red deck. After four races the richest player wins the game.

Well, HomeStretch is a game about horse racing, so there are naturally similarities to many other horse race games; it is well done, featuring cute details, and is - despite the minimum age 0f 14 - definitely also a nice game for families. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-6	14+	60+

Designer: Frank diLorenzo
Artist: Jennifer Vargas
Price: ca. 25 Euro
Publisher: R & R Games 2012
www.rnrgames.com

EVALUATION

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

Comments:
Minimum age probably due to US regulations * Absolutely suitable for a family game * Nice Design * Standard mechanisms

Compares to:
All games with a horse-racing topic

Other editions:
Currently none

IN THE CITY: ORIGINS
INFLUENCE FROM THE BODYGUARD

`9↑`

The King is dead! To be able to call Long live the King!, you must find a new king first. Players recruit citizens of the town for influence and favors of the most influential citizens.

In the City: Origins is a card drafting game, that is, a game on the selection of cards. In turn players recruit creatures with higher prestige in order to assemble the most influential faction. The cards for the display, called City Square, are sorted by color of their back side and - adhering to strict procedures - laid out in seven vertical columns, face down. You choose one of three leaders and roll for the starting player; all but he receive +1 influence in the first round. In turn you take a card from the bottom row of the City Square. To take a card you must have the same amount or more influence than the card you want to take has prestige. Each card taken raises your influence. Cards in the City Square are moving down in the column, the two bottom cards are always visible. You can use special abilities of the cards; for instance to destroy a card to reach another one. Some abilities are permanently available, some for once-only use, some for the turn. When two or more columns are empty, the game ends at the end of the current round. All players sum up the victory points on their card and if you have most cards you are crowned king and win.

This is a deck building game for beginners; you buy cards to acquire influence so that you can buy more cards; a linear development towards more expensive and more capable cards; you need to take care that you do not overlook a possibility to buy a good card or destroy a dangerous one. ☑

EVALUATION

Deck building
Users: For families
Version: en
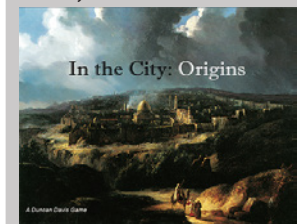Rules: en
In-game text: yes

Comments:
Simplified deck building mechanisms * Lots of text and information in icons on the cards * Standard topic

Compares to:
Dominion and other deck building games that use cards to take other cards and interact with other cards

Other editions:
Currently none

JOURNALIST
FROM THE HOTEL TO THE EDITOR

`8↑`

You are a journalist and need to hand in your copy by placing words on the city map to connect editorial office and hotel. You choose a size of board to use, draw seven face-down letters and play in rounds: You start the timer, turn up your letters and all simultaneously form words from their letters and place them on their own board, while the timer runs. You place words horizontally and vertically; the first letter must cover the hotel spot; one letter of a new word must border a letter of a word already placed; adjacent letters must always form valid words and no letter can be placed on a water spot. For valid words the rules known from Scrabble and similar games apply; but you can agree on your own rules for valid words. If you cover special spots you can score bonuses or penalty points. In the Café you gain a letter cube which you can use as you like. When the timer has run out, you score one point for each letter that you placed, add bonuses and deduct penalties, score 5 points when you used all letters, and 10 points when you end the game by connecting hotel and editorial office. At the end of the round you fill your stock of letters to seven again.

A very beautiful game with loving details like a scoring track made out to look like the keyboard of an old typing machine; and of course, it is a version of scrabble, but the background story is creative, the variable plan size and the many special spots result in an interesting games for fans of word placement games; you can also design your own boards with the many tiles provided. Gaps in the rules you must fill drawing on your gaming expertise. ☑

EVALUATION

Word placement
Users: For families
Version: multi
Rules: cz de en sk
In-game text: no

Comments:
Good components * Standard mechanisms, interestingly varied * Box says 2-8 players, boards are included for five players

Compares to:
Scrabble and other word placement games

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

KALLE KROKOFALLE

SAVE YOUR FRUITS OR FALL

👥 5↑

The crocodile down in the river is hungry and unfortunately loves coconuts and bananas, which are exactly the kind of fruits that parrots and monkeys are carrying across the bridge with some none too stable planks, and the crocodile wants to push them off.

The bridge is assembled, parrots of one players are set on the platform with the blue rope, the monkeys of the other player on the side with the orange-colored rope and must reach the opposing side of the bridge with their fruits. That is at least what the story tells, in reality there are no fruits in the game, it's just monkeys and parrots that need to reach the other side.

In Level 1 you play with three men; if you are first to have two of them across the bridge you win. You push the crocodile towards one of the bridge planks - when the plank topples you can move all your men the number of steps stated by the bridge. Men that fall off go, even if they are your own, go back to the start. When the crocodile topples two planks, the lower number of the two designates the number of steps. Two of your men cannot share the same plank, you put the arriving man further on onto the next available plank. The middle plank is safe, it cannot topple. In Level 2 the number on the plank indicates the total number of steps, you can move one man or split the move among several men. In Level 3 you play with five men and must get 3 across.

Good fun for children, they can play alone, too, and the game provides good training for hand-eye-coordination and dosage of pushing power; and there are tactical considerations, too - how can I place my men to advance furthest? ☑

EVALUATION

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

Comments:
Nice game idea * Good training for power dosage, aim and hand-eye-coordination * Lots of fun and some tactical considerations

Compares to:
All action game with targeting action

Other editions:
Greedy Gator, Mattel USA

KROKO FUSSBALL STAR

CROCODILE GOALIE

🧍 3↑

Kroko has resumed his sports activities but has stopped playing golf and switched its interest to soccer; the green crocodile now has taken a job as a goalkeeper. To indicate this new hobby it wears a goal like a hat at the back of its head. But this is just for fun and decoration, Kroko wants of course to catch the ball with his mouth. You put Kroko down on the floor, check that his mouth is properly closed, and place the flag into Kroko's right hand. When you are ready to play you press the flag backwards. This makes Kroko open its mouth and showing all its teeth. In your turn you put the ball into the stomper and then place the stomper on the floor. You align it to target Kroko's mouth and teeth and then stomp down as hard as you can to make the ball fly out. If you aligned the stomper well, the ball hits Kroko's teeth. Of course, it does not really "knock them out", the ones that you hit bend backwards. Each player has a turn and the one who manages to knock out all the remaining teeth and make Kroko's wave the flag and roll its eyes is the winner of the round. To start another game, you close Kroko's mouth properly and push the flag backwards again. In a bonus game you win, if you manage that Kroko rolls his eyes and at least one of them stops showing a star. The level of difficulty can be varied with the distance between Kroko and stomper.

Green, crocodile, action and fun - the green crocodile baring its teeth has now been enticing children very successfully to different kinds of actions and does that here, too: children have fun training taking aim and coordination of movement. ☑

EVALUATION

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

Comments:
Series: Elefun & Friends * Needs room to play * Good training for targeting, assessing distances and movement coordination

Compares to:
Other action games from the Kroko family, e.g. Kroko Golf

Other editions:
Hasbro USA

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LAPPEN SCHNAPPEN
FEED THE RAG MONSTER!

The Rag Monster eats fabric patches, sometimes too many of them and he gets tummy ache – so you must feed it correctly, because it only eats certain kinds of patches. A collection of games makes players feel fabrics and recognize and assign them by touching. There are two sets of six pairs of patch cards, in two colors – always with a different structure for each pair – and a bag for each color. You use those components for three different games:

In the cooperative game **Flinke Lappenschnapperei** all players together try to find and identify all cards by touching and feeling. The top fabric card from the stack is turned up and the active player searches in the bag of the corresponding color for the corresponding card, using one hand only. When the pulled-out card is correct, you get the card from stack as a reward, if not, you feed it to the Rag Monster. In both cases the card pulled from the bag goes back into the bag. In **Duell der Lappenschnapper** two players play against each other; each draws the top card from one of the stacks and - on command - searches the corresponding bag for the second card. Whoever finds the correct card faster may feed the Rag Monster with a sweet. The first player to feed three sweets to the monster, wins. In the memo game **Lappensucherei** you put one card of each pair in the corresponding bag, the other one into a 3x4 grid. Then you turn up one card and search for the other one in the bag. If you find a pair you keep one card and feed the other to the Rag Monster.

Pretty, good, and educational - as usual in a Haba game - the cloths are nicely chosen and - as is the purpose - easily identified with a bit of practice. ☑

EVALUATION

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

Comments:
Good selection of fabrics * Good training for haptic and tactile impressions * Gets easier with practice

Compares to:
Other tactile games

Other editions:
Currently none

METRO 2033
POST-APOCALYPTIC FIGHT FOR SURVIVAL

The topic is post-apocalyptic life, based on the novels by Dmitry Glukhovsky - the big cities on Earth are eradicated after nuclear explosions, the planet is nearly inhabitable, a handful of survivors is developing a new civilization in the stations and tunnels of the Moscow Metro.

You lead one of the many factions and must collect victory points; you can win by controlling metro stations and meeting tasks or by conquering all four stations of Polis, the heart of the underground terrain. The game is driven by cards and a round comprises the phases 1) Events - you get resources, face threats, for instance from mutant creatures from outside, or establish new laws, in relation to the position of the Round Marker on the track. 2) Mobilization - you pay for the upkeep of your army and can recruit new soldiers. 3) Army action - you can conquer neighboring stations or send out troops to search for resources 4) Hero action - you can use a hero to move, to trade and to fight 4) End of round - the Round Marker is advanced by one step and the starting player marker is handed on to the next player. You can fight with armies or with your hero, both can be upgraded by new armies or equipment. For combat between units or heroes of different players a special combat deck is used. The Red Line faction wins with nine points, all other factions need 10 victory points to win.

Bleak and dismal, with a heavy emphasis on conflict, and partly imbalanced; if you control more stations you get more resources, so sometimes players need to collaborate against one other player; furthermore, a hero can defeat an army. ☑

EVALUATION

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

Comments:
Design and components mirror the topic * Standard mechanisms, attractively varied * Partly imbalanced mechanisms

Compares to:
Neuroshima Hex and others

Other editions:
Currently none

MONTE BANANA

CLIMBING FOR BANANAS

8↑

Next to mice and cheese monkeys and bananas must be one of the favorite combinations for game topics. In this interpretation of the theme monkeys climb a mountain for bananas. The mountain, Monte Banana, is set up and each player chooses one of the pretty, banana-waving monkeys and puts them in front of the first step of the mountain.

Each player has an identical set of cards showing values One to Five. In your turn you choose a card and and move the monkey accordingly upwards or downwards. Other monkeys are passed. The target spot must be free and you cannot change direction in a turn, unless you have reached the top of the mountain and have steps left, because

you must always ☑ move the full number of steps indicated on your card. There is another restriction: you cannot choose the same card as the player before you, unless it is the last card that you play. When all five cards are played, the round ends: If you are highest up on the mountain, you earn a chip in a game for two players and two chips in a game for three and four players. The player in second place in a game for three and four players earns one chip, too. If you collected three or more chips or – in a game for three and four players – five or more chips, you win. Monte Banana is not as simple as it seems at first glance; places are limited and the cards you played are visible; so there is a bit of tactic, hampered a bit by the restriction of the same cards played in a row and that you have to turn around if you reach the mountain too early. A very nice mixture of mechanisms for a very nice family game. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	8+	30+

Designer: Jim Winslow
Artist: not stated
Price: ca. 18 Euro
Publisher: Piatnik 2013
www.piatnik.com

EVALUATION

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

Comments:
Nice mix of mechanisms *
Attractive components *
New edition of Top Banana

Compares to:
Placement games with cards for movement

Other editions:
Currently none

PICK-A-DOG

GRAB A SUITABLE ONE!

👤 8↑

Dogs differ in five characteristics - they are big or small, light or dark, show us one or two arms, wear sunglasses or not and hold a box of popcorn or don't. The game comprises 96 cards; each player is dealt one card face-down and may not look at this card. 30 more cards are laid out in a grid, 5 x 6 cards, open-faced, randomly and in any orientation.

On a signal all playes turn up their start card and simultaneously all use one hand only and quickly take one card at a time from the display. A card may only differ from the top card on your stack by a maximum of one characteristic! When you think that there is no card left in the grid that you can use, you announce this with "Stop" and all players

must stop taking cards instantly. At first it is checked if you were correct in stopping the round. If yes, you get one bonus card. If not, you lose all cards collected in this round. Then all players' stacks are checked, including your stack. If all is correct, you keept the stack for a winning stack; if not, you lose all cards of this round. For the new round you are dealt a new starting card and the gaps in the grid are filed from the stack. When there are not enough start cards left, the game ends and you win with most cards.

Funny, somehow, despite not being really new; the dogs are funny and it is more difficult than you might believe to restrict yourself to one difference only, the drawings are very clever! And when you combine packs from Pick a Dog and the identical version Pick a Pig you really are in difficulties, because dogs and pigs only differ in their snout. In the solo game you try for fewest penalty points. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
1-5	8+	15+

Designer: Torsten Landsvogt
Artist: Ari Wong
Price: ca. 9 Euro
Publisher: Heidelberger 2013
www.heidelbaer.de

EVALUATION

Reaction Game
Users: For families
Version: de
Rules: de en fr kr
In-game text: no

Comments:
Funny drawings * Standard mechanisms, nicely combined * Pick a Pig in identical design can be combined with Pick a Dog

Compares to:
Other reaction games

Other editions:
Jolly Thinkers

PIXELSTÜCKE
PAINTING WITH SQUARES

👥 8↑

A drawing game offering equal opportunities for talented and untalented artists. Aim of the game is to use fewer pixels that your opponents to represent a term and to guess the terms of other players. You start with 20 black pixels, that is, small square tiles, one red pixel and a red arrow. In relation to the number of players colored screens are handed out, so that there always at least two players with the same color of a screen, that is, a playing board. Each color group draws one card and reads the first term secretly and then places pixels to represent the term. The arrow can be placed anywhere to emphasize a detail, each pixel must be placed exactly within the grid. When you are done, you put down your screen face-down, the others have 30 seconds, marked by the timer, to complete their picture. Then you show your creation and hope that others guess what it represents. Members of one group always show their creations in ascending order of the number of pixels used. If members of a group used the same number of pixels, their creations are displayed at the same time. In relation to specified procedures you can give a hint and victory cubes are allocated to creator and guessers.

After a return game with the second term on the card you hand on screens to your left neighbors for the next round.

Pixelstücke offers an unusual and very attractive game, which is fun and needs a bit of tactic, too - do I use few pixels and can show my creation earlier to win cubes before my rival gets to show his? Or should I use one or two more to make sure that it is guessed, but maybe too late? ☑

EVALUATION

Creative placement game
Users: For families
Version: de
Rules: de fr jp
In-game text: yes

Comments:
Fantastic party game *
Quite some tactic besides creativity * No talent necessary, only imagination

Compares to:
Placement games, first game in this combination of mechanisms

Other editions:
Bei Hobby Japan

QUADRO COLOR
COLORS AND SQUARES

6↑

Colored squares make up a board, seemingly haphazardly arranged - 7x7 squares show eight times the colors orange, blue, grey, red and purple, and nine times green; in each row two of colors appear twice, and there are never adjacent squares of the same color. 24 square small tiles show four small squares in four of the six colors. Those tiles are shuffled face-down and each player draws three of those tiles, still face down, and sets them down, Now one player gives a starting signal and all players simultaneously turn over their tiles and try to find the correct place on the board for them. For each tile there is an intersection of four squares showing the colors of the small squares on the tile, and you place the tile on this intersection. You can, of course, turn the tile any way you want before placing it. When you have spotted the correct intersection, you put the tile down. OF course, tiles can touch each other, because due to placing tiles on the intersections of four big squares you can use each big square for four small squares situated on four different small tiles, depending on the orientation of the tile. If you are first to place all your tiles, you win the round. At the start of the game you decide on the number of rounds you want to play; if you win most of those rounds you win the game.

The simplest of rules, very simple components and a lot of fun - no change, no interference from other players! It only depends on your observation and speed - how fast can you spot the necessary arrangement of four squares and how fast can you turn your tile in your mind or in your hand. ☑

EVALUATION

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

Comments:
Interesting, good game with minimal resources *
Trains color spotting, spatial thinking and reaction speed * Fun despite being an abstract game

Compares to:
Chromino and other color tile placement games

Other editions:
Currently none

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RITTER ROST

EISENHART & VOLL VERBEULT

8↑

In the film-based game Ritter Rost must master three adventures in this order: Win a tournament, defeat a Dragon and save Lady Bö from Prince Protz. Whoever manages that first, wins. So, for a good start, you need to equip your knight well and also make sure that Koks and Bö are available to help him, if necessary. The "Rost" cards for equipment, helpers and Prince Protz are shuffled and stacked; you start with two cards and a set of "Blech" cards, numbered 1-8 and showing different numbers of cogwheels. In your turn you choose auction of a "Rost" card, paid for with "Blech" cards, or an adventure. For an auction you select a card on display and all bid for it with one "Blech" card;

in case of a tie the cogwheels on the cards decide; for the highest bid you get the card and may take the top face-down one, too. After eight auctions you hand your "Blech" cards to your left neighbor. For an adventure you deploy "Rost" cards - each kind of equipment only once; then you take the number of dice pictured on them, choose one of two turned-up adventure tiles and roll! "Rost" eaters are set aside, you memorize the number of cogwheels and roll those dice again, and so on. Mastering or aborting the adventure costs you one "Rost" card; if you fail, you lose two. Prince Protz among the "Rost" cards is a nuisance, he adds two cogwheels to the necessary result and must be used in the last adventure the latest. If you allocate your cards wisely and have bit of luck in rolling dice, you will be the winner of those adventures; the mix of deliberation and luck is ideally suited to a children's game. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	8+	40+

Designer: Klaus Zoch
Artist: Volker Maas, Terzio
Price: ca. 23 Euro
Publisher: Zoch Verlag 2013
www.zoch-verlag.com

EVALUATION

Adventure, dice
Users: For children
Version: de
Rules: de
In-game text: no

Comments:
Well-known topic * Topic nicely implemented * Felicitous mix of luck of the dice and considerations

Compares to:
Other license-topic adventure games

Other editions:
Currently none

ROOM-25

JOINT FLIGHT!

👤

As a candidate in a reality show you must find Room 25 and escape. Guards try to stop you. Depending on the variant and your experience the rooms are chosen randomly or according to specification. At the start you can look at one of the rooms adjacent to the central room. Then you play either full cooperation or solo for eight rounds or the variants Suspicion, Competition or Team over 10 rounds, comprising the phases Programming = Choosing of two actions by placing markers; Actions - all in turn do their first action and then the second, and finally, Countdown with adapting playing order. Actions are: Look - look into an adjacent room; Push - If you are in a room with another figure

push a figure present in the room with you into an adjacent room, she must implement the room effect, a face-down room is revealed. Move - you move into an adjacent room and implement its effect; a face-down room is revealed. Control - you move the row or column including the room with your figure by one room length in any direction, the pushed-out room is replaced at the other end of row or column. Each action you chose must be implemented. When Room 25 is found all must assemble there and move it to the exit zone and out of the complex by using Control. You cannot escape alone! Cooperation and planning are necessary to find the room; you have your work cut out to escape the dangers thrown at you and to outwit the guards that want to maneuver you into deadly rooms. Don't forget - any of your fellow candidates could be a guard! Be careful! Losses are often unavoidable and time is short! Thrilling and good! ☑

INFORMATION

PLAYERS:	AGE:	TIME:
1-6	13+	var

Designer: François Rouzé
Artist: Balage, Duran-Kriegel
Price: ca. 23 Euro
Publisher: Editions Matagot 13
www.matagot.com

EVALUATION

Cooperative, adventure
Users: For experts
Version: multi
Rules: de en fr nl
In-game text: no

Comments:
Series action collection * Cooperation is necessary, increases towards the end of the game * Losses are nearly unavoidable * Several variants

Compares to:
Alcatraz, Escape, Space Alert

Other editions:
Kaissa, Greece and Asterion, Italy

SPIELHAUS
EXPLORING ALL ROOMS

`4↑`

Since 1973 you can go exploring in the rooms of this house, now this real classic game has been re-published as part of the range of "Meine ersten Spiele". The game features 16 room cards, showing scenes from daily life in a house, the playhouse in the nursery, the family playing a card game in the living room, a birthday party in the living room, routing in the chests in the attic, cleaning your teeth or having a bath, and even making cookies in the kitchen with Grandma. The room cards are laid out randomly and all players put their marker at the start. You roll the die and move your marker. Only one marker is allowed on a spot; you count occupied stops in passing and when your target spot is occupied, you move on to the next free spot. Star spots are normal spots, they indicate hidden items nearby, but have no effect whatsoever on movement of markers. When you roll a star, you take the top item card from the stack and search for this item in the house. When you find it, you put your marker next to it, that is, a star can let you advance or drop back on the path. You keep the item card. Should you roll a star when all the item cards have been taken, you simply roll again and move your marker. Whoever arrives in the attics first, wins the game.

Just because it is so simple and easy this game has become a classic, you can tell so many stories while moving around in the house, and also invent your own rules, for instance, if you roll the star and find the item you must tell why it might be in the room and if you could make use of it elsewhere and if yes, where, and so on and so on. ☑

EVALUATION

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

Comments:
A classic children's game since 40 years * Trains observation * Relates to daily situations

Compares to:
All games featuring houses and rooms and their content

Other editions:
Currently none

STAR TREK CATAN
FEDERATION SPACE MAP SET

`10↑`

Catan is nice, Star Trek Catan is nice, and Star Trek Catan is nice, very nice, indeed. For dedicated fans of both topics there are now those two maps, expanding the core game, with which you can boldly follow Captain Kirk on his missions and settle worlds in Federation Space, from Aldebaran to Vulcan. The "geography" of the boards is based on the map of the "Known Galaxy" in Kirks Ready Room. Planet names relate to individual episodes, partly on quotations about planets, partly on events on planets. You use components and development cards from the core game Star Trek Catan and play using the basic rules from this game, too, with additions and changes: Basically, you build outposts on marked positions and space ships on red and yellow trade routes. For the building of outposts the distance rules have been abolished, you can build on each of the marked spaces. Space ships that you build on red trade routes give you control over the adjacent outpost and you can trade with it. When you build a space ship next to a still empty outpost location, you cannot build a space ship beyond this location; you must build the outpost first. Space ships that you have built next to VP intersections give you the corresponding victory point marker; those intersections have been marked for events from the episodes, too. You win the standard game with 10 victory points; for a longer game you can play for 12 or 13 victory points, corresponding markers are available.

Catan as we know it and love it, and yet different; the deletion of the distance rule and the forced building of outposts change the strategy. ☑

EVALUATION

Development game
Users: For families
Version: en
Rules: en
In-game text: yes

Comments:
Expansion for Star Trek Catan * Needs Star Trek Catan to play * Nicely implemented links to the Star Trek series

Compares to:
Star Trek Catan, Catan

Other editions:
Currently none
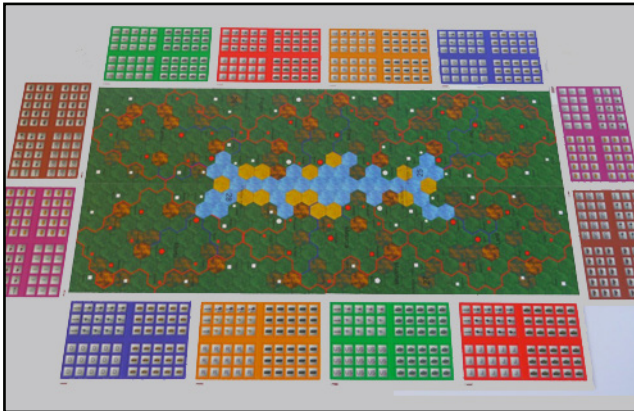
www.gamesjournal.at

STRATAK WARS
THE BEGINNING

Stratak is an abbreviation for Strategy and Tactics, and is intended to be a basic system for battle simulation, including the weapons tank, ships and airplanes. Stratak The Beginning is the core games, comprising the components for the nations of Germany, Great Britain, Italy, Japan, Russia and USA,
Stratak is set in a fictitious world,

the rules of the states there want to enlarge their influence spheres and make tactical decisions for the best deployment of their troops, use the advantages of their weapons in combat and decide on the correct strategy for use of supplies. The active player can activate 10 units and fight and then move or move first and fight afterwards. Dis-

tances to move depend on the kind of unit and kind of terrain. You can stack and pass your own units, but cannot enter hexes occupied by opposing forces. Supply cannot be transferred into the next round. Combat and battles are handled by rolling D6 dice, each unit can attack any other unit on adjacent hexes, but only once per round. In order to conquer a city you must be present there until the end of the turn. If you hold most cities at the end of the agreed time to play, you win.
The very flexible system is geared for expansions and implementation of your own ideas, it does not need models and uses easily stacked marker tiles, which are also easily distinguished by color. Political facts are also not fixed and can be adapted to your own ideas - Stratak is a felicitous augmentation for the genre of Conflict simulation games. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-6	14+	60+

Designer: René Lamotte
Artist: René Lamotte
Price: ca. 40 Euro
Publisher: Stratak-Spiele 2011
www.stratak-spiele.de

EVALUATION

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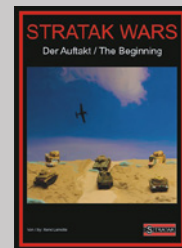Version: multi
Rules: de en
In-game text: no

Comments:
Core game * Very flexible system

Compares to:
Other conflict simulations

Other editions:
Currently none

SUNRISE CITY
ZONE PLACEMENT AND BUILDINGS

Sunrise City is a city building game; as one of the founders of the city you want to develop the best possible city. Your actions earn you points; whenever you reach or pass the star spot at the top of the score track you receive a Benchmark token and start again at the bottom of the track; at the end of three rounds you win with most Benchmark

tokens. Each of the three rounds comprises the phases of Preparation, Zoning, Bidding and Construction. For the Preparation phase you draw four zone and four building tiles from the stacks and choose a role for the round from the three roles you drafted at the start. Each role has other advantages and consequences in the following phases. In the

Zoning phase you place tiles; newly placed tiles must touch at least one tile already in place sidewalk-to-sidewalk; other borders need not correlate if more than one tile is bordered. Zone tiles placed correctly as regards to type, color or icon score you points. In the Bidding phase you bid for undeveloped zone tiles and can build on them in the Construction phase. For 1st floor buildings you must have a bidding chip on at least one zone and the site must correlate sidewalk-to-sidewalk and the zone must correlate as regards to type/color/icon. Other floors can be added in correlation with type/color/icon.
Sunrise City fits seamlessly into the line of city building games published in 2012, bidding for undeveloped zone tiles and the possibility to build over waterways add interesting details; the three role cards you draft from four dealt at the start allow you a strategy over all three rounds. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	13+	60+

Designer: Isaias Vallejo
Artist: C. Nixon, C. Kirkman
Price: auf Anfrage
Publisher: Clever Mojo 2012
www.clevermojogames.com

EVALUATION

City building, tile placement
Users: With friends
Version: en
Rules: en
In-game text: yes

Comments:
Role cards allow strategic planning over three rounds * Very attractive components * Standard topic with very nice details

Compares to:
Urbania, City Tycoon, Suburbia and other City Building Games

Other editions:
Currently none

TEMPEST COURTIER
PETITIONS, INTRIGUES AND INFLUENCE

The City State of Tempest provides the background for an epic story with recurring characters who change and develop, come and go. Each game of the series tells part of the Saga. In Courtier we manipulate influence and favors at court and try to control courtiers or factions. You being with a starting hand from Power and Influence cards. In your turn you play either an influence or a power card and implement it, or you discard cards or take an influence marker from reserve you're your pool; finally, you can finalize a petition. In order to do so you must control the courtiers named on the petition and discard the corresponding influence markers. For completed petitions you draw Fashion cards which generate neutral influence. At the end of your turn you fill your hand to five cards, from the Influence or Power deck, at your choice. To control a courtier you must have the majority of influence on him, that is, more markers then others on him on the board. If you control a group of courtiers you receive a bonus card with special abilities of the group. The display of petitions is replenished from the stack. When the Fashion Card "The Queen has been arrested" is drawn the game ends instantly and you win with most points from completed petition cards and bonuses from cards and abilities.

As the introductory game to the series Courtier provides lots of flair and atmosphere and also introduces characters that we will meet in other games. The game itself is more or less standard striving for majority using card effects, but the idea of a series of games with a continuing storyline is fascinating and well implemented. ☑

EVALUATION

Placement game, majorities
Users: With friends
Version: en
Rules: en
In-game text: yes

Comments:
Game 1 of the Tempest series * Rather high chance element due to drawing cards, events and the abrupt end due to appearance of one card * Good mix of mechanisms otherwise

Compares to:
Placement games for majorities

Other editions:
Currently none

TITTEN, ÄRSCHE, SONNENSCHEIN
PARTY TILL YOU DROP!

16↑

What more can you wish for than tits, bottoms and sunshine when being on holiday, all of those appearing more than once and in five colors! Sangria cards are laid out to mark player's party zones, four cards are on display. A turn comprises: Draw a card from stack, do one of four actions, play party cards and discard cards, if appropriate. The actions you can choose from are: 1) draw two cards and discard one card; 2) take a card from the open display; 3) steal a Sangria Card from another player by putting a suitable card into his party zone or steal one back; 4) swap cards from you hand with the display. Playing party cards means, you put one or several cards down into one of your party zones, either of the same type or in the same color; with the first such a card you turn over the Sangria card. When the set is complete, you turn the Sangria card back over again. The last card you place in a turn blocks an action for the next player. Should you play no card, you draw one and discard, it determines which action is blocked. Tits-Alarm is an optional special action; when a card showing tits is discarded you must react by shouting "Tits" or any other word previously agreed upon, and if you are late or last you must discard a card. When the Sangria card from the pile is drawn you can bid for it with cards from hand and put it into your party zone; then you can add cards for the last time and then your display = party zones are scored for colors and sets, with or without Sangria card.

Don't let yourself be distracted! Take a close look - what can you get? What should you play? Funny and more challenging than it looks! ☑

EVALUATION

Set collecting
Users: With friends
Version: de
Rules: de
In-game text: no

Comments:
Despite its provocative title this is "only" a set collecting game * Blocked actions for next players is an interesting part mechanism * Special action tits alarm enhances the chance element

Compares to:
Set collecting games

Other editions:
Currently none

www.gamesjournal.at

WAR OF THE RING

LORDS OF MIDDLE-EARTH

You command one of the armies confronting each other in this epic struggle: Free People against the Dark Hosts of the Shadows. In this game with highly complex rules you can win with military achievements or with Ring-related events: The Ring is destroyed or Sauron corrupts the Ring Bearer. The expansion deals with alternate scenarios to Lord of the Rings and introduces Elrond, Galadriel and Gandalf the Grey as well as figurines and rules for Sméagol and Balrog. There are special action dice for both sides and figurines for Aragorn and Gandalf the White, those without new rules, and Fellow cards for Elrond, Galadriel and Sméagol as well as seven Alternate Fellow cards for Boromir, Gandalf, Gimli, Legolas, Meriadoc, Peregrin and Strider (Aragorn).

New terms are "unconquered" for settlements held by the same player as at the start of the game, and "non-flying minions" with special movement rules. The special dice for the Ring Keepers and two Lesser Minions work like the action dice from the core game; they are rolled together with those dice. If you roll more than one special Keeper die you must choose one before you start "action resolution"; an Eye must be chosen. Possibilities offered by the special Keeper dice are: Draw a card, Use Balrog and Remove, that is, take the die out of play under certain conditions. "The Council of Rivendell" is a scenario in which some members of the Fellowship of the Ring do not set out from Rivendell.

Lords of Middle-Earth offers a real challenge to fans of Middle-earth, with fantastic drawings and components and intense flow of play, providing an attractive simulation. ☑

EVALUATION

Strategy game - book/film
Users: For experts
Version: en
Rules: en
In-game text: yes

Comments:
Need War of the Rings to play * Fantastic components and design * Interesting variants of the story * Needs time and work with the rules

Compares to:
War of the Rings

Other editions:
Der Ringkrieg Die Herren von Mittelerde, Heidelberger Spieleverlag

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WESTERN TOWN

FEND OFF INDIANS, COMPLY WITH LINCOLN

1864, in the Dakota Territories; players are Marshals in a towns and have to cope with Indians and the interests of President Lincoln. You start with your map of the town and a set of 25 building cards and 17 building tiles. At the start you prepare your town, reveal your card "Western Ton" and take building and resources. Each of the five rounds comprises five phases. Phase 1 is the preparation phase, introducing new buildings in round 2 and 3 and revealing of a Lincoln card in each round. In Phase 2 you play two cards for building inmates in a specific procedure and use the SPIELEN effect on the card. In Phase 3 you play a 3rd card for SPIELEN or use a card in hand or still on the table to resolve the effect BENUTZEN, but only if there is a card with the same name in a neighboring town. In Phase 4 all players take the premium for all cards still on the table and then discard surplus resources. In Phase 5 Lincoln comes to visit and if you accrue most points from completed demands on the Lincoln card revealed in Phase 1 you get the card; it gives you an additional household. New buildings give you additional options for actions.

You need to keep an eye not only on the other Marshals but also on the political developments in Washington, indicated by the Lincoln card, and defend the town against Indians and also develop your town! After five rounds you score for houses, buildings in town and symbols of Lincoln cards in the town.

Western Town is a nice "I-would-like-to-to-more-than-that" game with little chance and lots of decisions, a game of optimizing construction and effects of buildings. ☑

EVALUATION

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

Comments:
Nice, if somewhat inexact background story * Very nice components * Very little chance * Many decision possibilities

Compares to:
All games on constructing and using buildings

Other editions:
Currently none

ALLES WAS ROT IST

**Publisher:** Noris Spiele
Designer: Michael Rüttinger

24 picture tiles show things that are red or partially read, 24 more tiles, marked with a red dot, show red details: For Instance, a cream cake and the red raspberries decorating it. You play "What belongs together?" by combining pairs from both sets of tiles, naming and explaining then; In „Who finds what quickly?" you look for a unmarked card on the table corresponding to a marked one drawn from the stack and get the pair, if you a first to spot it; and, finally, you can shuffle all 48 tiles together and play a memo game.
*Version: de * Rules: de * In-game text: no*

Spotting and collecting game for 1-4 players, ages 3+

DER HERR DER RINGE DIE FURCHT DES TRUCHSESS

Publisher: Heidelberger Spieleverlag
Designer: Nate French
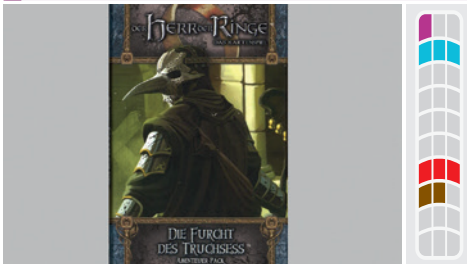
GEGEN DEN SCHATTEN DIE FURCHT DES TRUCHSESS / Against the Shadow The Steward's Fear is the 1st Adventure Pack = AP in the 3rd plot cycle for the LCG Der Herr der Ringe Das Kartenspiel / The Lord of the Rings The Card Game, featuring cards 1-31 of the new cycle, with a difficulty level of 5. For playing this supplement you need the core game and "The Heirs of Nûmenor". Unterwelt X is a new key word; when a location card with it shows up you draw the indicated number of cards from the Underworld deck and stack it beneath the card; when a location goes out of play, the cards underneath are revealed and placed into the deployment zone. *Version: de * Rules: de en es fr pl * In-game text: yes*

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

DISNEY PIXAR FINDING NEMO AQUARIUM

Publisher: Ravensburger

All players look at the fish, feel them and try to remember the shapes before putting all fish into the Aquarium. The image tiles are laid out openly in a circle. You roll the die and move the pelican along the tiles: If you reach a fish tile you can try to free this fish by groping in the aquarium for the corresponding shape. For the shark you put back a fish, other tiles allow you another turn or change direction of play. When you reach Marlin you may free Nemo or take him from the player holding it. When only one fish is left it is given to the current owner of Nemo and you win with most fish.
*Version: multi * Rules: de fr it nl * In-game text: no*

Tactile game for 2-4 players, ages 4+

GAME OF THRONES KRIEG DER FÜNF KÖNIGE

Publisher: Heidelberger Spieleverlag
Designer: E. M. Lang, C. T. Petersen, N. French

A Game of Thrones tells an epic story about a rough country with a dark legacy. You head one of six noble houses in Westeros: Baratheon, Lannister, Stark, Targaryen, Greyjoy or Martell and start with 7 cards. A round comprises plot, draw, meeting, challenges, dominance, status and taxes. You win with 15 power points. **Gekreuzte Klingen/ A Clash of Arms** is the 1st German edition of the first cycle of chapter packs, **Krieg der Fünf Könige** i/ War of Five Kings is the first chapter pack featuring cards 1-20 in the cycle. This chapter pack introduces cards which supplement and improve existing decks and vary the Metagame.
*Version: de * Rules: de en * in-game text: yes*

Supplement for the LCG for 2-4 players, ages 13+

I SPY MEMO

Publisher: Gamefactory

On 20 pairs of cards you find one central object on a different background, in different size and position, perspective or illumination; furthermore, there are 8 rhyme cards. You can use those cards to play a classic memo game or a "Reim-Spaß" game in which you must find the four cards corresponding to a rhyme card; objects on those cards are not identical to the central objects used in the memo game! In the "Reim-Memo" game you search the objects for your personal rhyme card among the face-down cards. In the „Kreatives Assoziation" game you search for correlations among all cards. You can play all this games in cooperative mode, too. *Version: multi * Rules: de fr it * In-game text: yes*

Four memo-type games for 1-6 players, ages 4+

SCHICKI MICKI

Publisher: Zoch
Designer: Jacques Zeimet

Players are doorkeepers at the pheasant gala evening. If you are best at espying breaches of the dress code, you will win with the majority of cards. Cards are turned over slowly and all players search for umbrellas, hats, scarves, peaks, tail feathers or accompanying worms of the same color as well as ladies with 2 worms. If you find those you knock. If you find accessories of the same color you call out or grab a red or blue color depending on the valid rule for this special case. If you interrupt play with the right move you receive cards, knocking beats calling or grabbing. New edition 2013, first edition 2003. *Version: multi * Rules: de en * In-game text: no*

Reaction game for 2-7 players, ages 7+

STAR WARS THE CLONE WARS

Publisher: Kosmos
Designer: Robert Kräppbeck

ÜBERFALL DER DROIDEN - The heroes of the Republic are surrounded by 36 face-down droid tiles. You roll both dice, they tell you strength and color of the attacking droid and the color of the attacked hero. All search for the droid, using one hand only, and put back incorrect ones immediately. IF you find the droid, you name the hero and put the tile on him. IF you are first to do so you keep the droid. If you believe that the droid is no longer in play you get any tile if you are correct. If you are first to hold five defeated droids you win.
*Version: de * Rules: de * In-game text: no*

Spotting and memo game for 2-4 players, ages 6+

TOP TRUMPS TEENAGE MUTANT NINJA TURTLES

Publisher: Winning Moves

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: nickelodeon Teenage Mutant Ninja Turtles.
*Version: de * Rules: de * In-game text: yes*

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

WAS IST WAS JUNIOR PFERDE & PONYS

Publisher: Kosmos
Designer: Kai Haferkamp

40 image tiles are shuffled and spread face-down, the player markers are placed on the starting area of the box border. The topic cards are stacked text-side face up. In your turn you reveal the first topic card and turn over as many image tiles as there are horseshoes on the topic card; you want to uncover all images shown on the topic card. You then advance your marker one step for every image you managed to find. Then you turn back over all image tiles. In variants you either must reveal all images on a topic card to move or you have topic tiles and get turned-up image tiles if they correspond to images on your topic tile.
*Version: de * Rules: de * In-game text: ja*

Memo and spotting game for 2-4 players, ages 5+

Color codes for target groups (Headline Color)		Color codes for features (Bar in Evalution box)			
For children + learn	With friends	Chance	Strategy	Knowledge	Dexterity
For families	For experts	Tactic	Creativity	Memory	Action
				Communication	Interaction

HUGO KASTNER RECOMMENDS

SCHNAPSEN

VIENNESE BLOOD

Due to the three-level scoring you must assess your possibilities realistically. With a weak hand you might not win, but at least achieve a score of more than 32. The competence element, especially as regards to memory, is notably high.

Hugos EXPERT TIP
Play with the above-mentioned tournament rules which forbid to look at tricks taken. „Schnapsen" gets much more challenging this way.

Hugos FLASHLIGHT
This little old game is nearly an ideology in some regions of the German speaking regions, and in Vienna definitely #1 among all card games - Viennese Blood!

PREVIEW:
STONE AGE
THINK LIKE A CLAN MEMBER

Dear Reader! Among the card games for two players, „Schnapsen" (in Germany „Sixtysix - Sechsundsechzig) ranks, not undeservedly, very high, as it is an incredibly thrilling and challenging game; which one is apt not to believe as only 20 cards are used (24 in Germany). The French „Mariage", the Spanish „Tute" or the Swedish „Bodtvolva" follow a similar, nearly identical, game mechanism. The corresponding variations for four players - „Gaigel", „Rot Ass'sn" and „Bauernschnapsen" may be deemed variants, just that, but are much easier to play.

„Sechsundsechzig" is said to originate from Paderborn at the end of the 30 Years war. At least that Westphalia town claims the fame that there the game was enjoyed for the first time in 1652. The first written mention of the game, by the name of „Mariage", can be found in 1715 in a „Frauenzimmer Lexicon", published in Leipzig. Be it as it may, as the game originally was played for quite a lot of money is was banished by church and state authorities already in the 17th century. Instead of money it was now alcohol that was at stake, at least that is what folk lore says. In Austria it is the Schnaps that was distilled at home in the countryside. Maybe this custom, still supported today in taverns, is the origin of the Austrian name „Schnapsen". But this interpretation carries a big question mark. The dialect expert Maria horning, believes to have found the origin to be in the word „Schnappen", that is to grab a card and take the trick. And, indeed, in the Vienna region until today you play for „Konsumation" - not always in the guise of alcohol but sometimes, in tournaments, also for Gansln (Geese) or other culinary specialties. The loser pays the bill and in Vienna lots of things are regulated, that is, „ausgeschnapst", behind closed doors. [adapted from: Folkvord/ Kastner: Die große Humboldt-Enzyklopädie der Kartenspiele] And we invite you to try this game, too, in the Austrian Games Museum at Leopoldsdorf im Marchfeld.

Website: *www.spielen.at*

In the light of a game enthusiast's lamp you must imagine a regular's table in a typical tavern with yourself as an observer. Two opponents face each other and play with a deck of cards in the ranking order of Ass = 11, Ten = 10, King = 4, Queen (Upper) = 3 and Jack (Under) = 2. All in all the cards have a total value of 120 points. You deal first three and then two cards, in between you turn up a card for trump. The game comprises two phases. (1) First option leas for first trick and the donor add any card of his choice (no forced color or tricking). Then both players draw a card from stack. If you made the trick you lead for the next one. Before you lead you may swap the trump Jack for the trump card under the stack (but not for the first lead and not when there is only one face-down card left in the stack). Whenever you believe that you can accumulate 66 points without drawing additional cards you can lock the stack for both players by turning over the trump-indicating card. This triggers stringent rules for forced play of color and for tricking. If you want to lock the stack you must at least have taken one trick. (2) When the draw stack is empty the game changes for the last five tricks. Now there is absolute forced play of following suit or using trump. The scoring of the game is like this: 1 point when your opponent has more than 32 points, he is deemed to be „Aus dem Schneider", that is, out of the woods. 2 points are scored when the opponent has less than 33 points, he is „Schneider, or when you lock the stack but cannot collect 66 points, or a player finishes the game but does not collect 66 points, either. 3 points are scored if your opponent could not take one single trick. In this case he is black and not even an „announcement" can help. Or the player who locked the stack does not collect 55 points and his opponent did

not have a single trick. When both players no not collect 66 points, the winner is the player who takes the last trick. This applies also when the other player should have forgotten to use his more than 66 points to end the round. This ending of a round can also be triggered by an announcement of a „Twenty" or „Forty" (Kind and Queen of one suit or King and Queen in trump suit), for which it is enough to show both cards. Most important tournament rule: No trick taken can be looked at later! You note the scores downward, that is, deduct the score of a round from a starting value of 7. If you lose a game you score a dot on the board, a so called „Bummerl"; if you could not score a point is „Schneider" and scores two Bummerl. The number of Bummerls you want to play is determined by your passion for „Schnapsen". www .spielen.at

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

ANDROID
NETRUNNER
DAS KARTENSPIEL